

SONIC™

THE HEDGEHOG

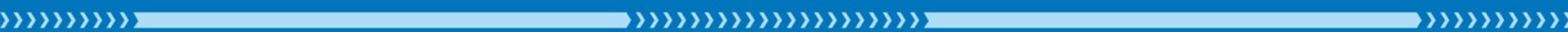


ENCYCLO-SPEED-IA

30 YEARS OF SONIC THE HEDGEHOG

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30 YEARS OF SONIC THE HEDGEHOG

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SONIC THE HEDGEHOG ENCYCLO-SPEED-IA

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KEY

In some cases, this volume may use abbreviations to denote popular console names, including the following:

Amazon Luna (AL)	Game Gear (GG)	Master System (MS)	Microsoft Xbox (XB)	Microsoft Xbox 360 (XB360)
Microsoft Xbox One (XB1)	Nintendo 3DS (3DS)	Nintendo DS (DS)	Nintendo GameCube (GC)	Nintendo Switch (NS)
Nintendo Wii (Wii)	Nintendo Wii U (Wii U)	Sony PlayStation 2 (PS2)	Sony PlayStation 3 (PS3)	Sony PlayStation 4 (PS4)
Sony PlayStation Vita (PV)				



Introduction

The year 2021 marks the thirty-year anniversary of Sonic the Hedgehog's creation. From the bottom of our hearts, we are incredibly thankful for the fans who have cheered on and supported Sonic to this very day.

Thinking back on it, the past thirty years have really been a wild ride for Sonic.

Following his debut in the original *Sonic The Hedgehog* in 1991, Sonic's character was further fleshed out in various media, such as anime and comics. We finished the original trilogy in 1994, and these games are beloved by countless people even now. Following the classic trilogy, the *Sonic Adventure* series saw releases in 1998 and 2001, becoming a touchstone for Sonic's modern era. The animated series *Sonic X* launched in 2003, and even now you can find it available for streaming online.

After that, *Sonic Generations* was released on the series' twentieth anniversary, and to this day I can still clearly remember the incredible emotions in the room when we revealed *Sonic Mania* to fans at the twenty-fifth anniversary celebration. Even our longstanding dream of a *Sonic* feature film finally came to fruition in 2020, and the movie became even more successful than we had hoped.

Needless to say, Sonic's history isn't all sunshine and rainbows—there have also been some pretty tough times. For someone like me, who has walked alongside Sonic for over half my lifetime, there were both joys and frustrations intertwined with the development of each and every title. To this day, both sweet and bitter memories flood my mind whenever I see images from past games.

What sorts of memories do you have of the various *Sonic* titles?

You might have memories of happy times spent playing with your friends, the joy you felt unwrapping a present from your parents, or even arduous times you spent hunched over your desk, hard at work studying. Perhaps there are some for whom memories of a *Sonic* game are linked to important milestone events, like getting married or the birth of a child.

As you reconnect with *Sonic's* long history throughout the thirty years represented in this book, it would make me happy if it brought old but important memories back to life for you.

Our goal from here on out is to keep on creating *Sonic* titles capable of leaving you with lifelong memories, and we hope you will continue to support *Sonic The Hedgehog*.

Sonic Series Producer



Takashi Iizuka



1991

Sonic The Hedgehog (16-bit)

RELEASE DATES

US June 23, 1991

PAL June 1991

JP July 26, 1991



US Genesis cover art



PAL Mega Drive cover art



JP Mega Drive cover art



OVERVIEW

The game that started it all! Sonic raced onto the scene and immediately became a video gaming icon. As the first game, it set most of the series' standards:

- + Each level, or "zone," is broken into three "acts."
- + Grab Rings! As long as you hold at least one, you can take a hit.
- + Spin lamp posts to save your progression.
- + Break open computer monitors to gain Rings, lives, one-hit shields, or temporary invincibility.

THE STORY

Dr. Eggman seeks out the mystical South Island, which floats freely throughout the ocean. He's hunting for the Chaos Emeralds that are said to be hidden there. Sonic learns the doctor is up to no good and sets out to stop the villain and save the animals of South Island!

FACTOID

Cut Content: Sonic was supposed to be part of the band! Most of the members were lost to time, but Vector the Crocodile went on to appear in *Knuckles' Chaotix* (page 68).

ZONES

1 GREEN HILL ZONE



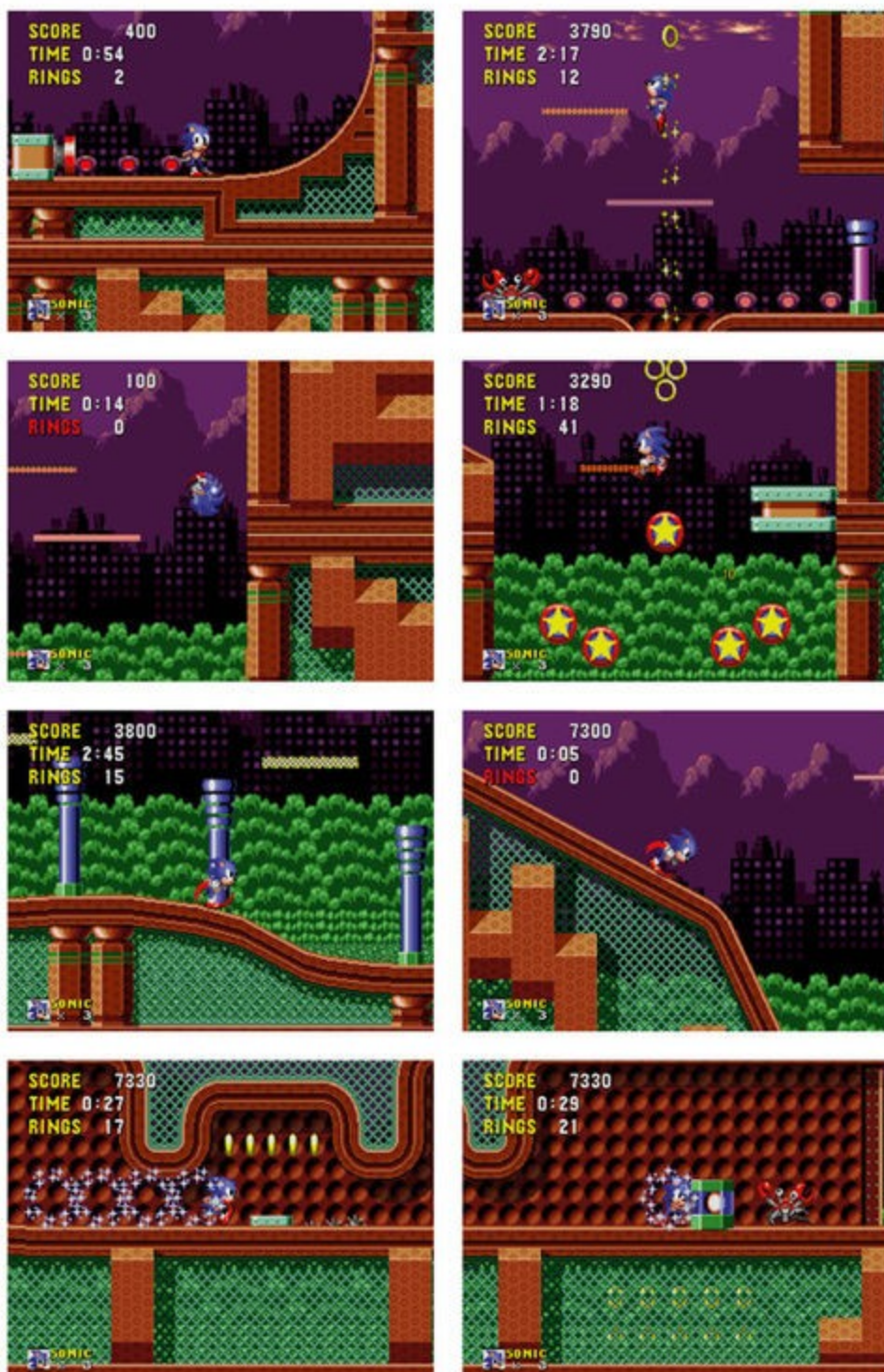
The iconic opening stage with checker-patterned soil, natural loop-the-loops, and grassy floating platforms. **Boss: Dr. Eggman** attacks in the Egg Wrecker.

2 MARBLE ZONE



Dodge the lava pools to explore the ancient ruins underground. Loose bricks and spiky traps drop from the ceiling. **Boss: Dr. Eggman** firebombs the limited footholds with the Egg Scorcher.

3 SPRING YARD ZONE



Can you cope with all the springs and bumpers? It's a neon playground set against the mountains. **Boss: Dr. Eggman** stabs and shatters the stone bridge with the Egg Stinger.

4 LABYRINTH ZONE



Navigate the flooded subterranean ruins. Swallow bubbles boiling up from vents to stave off the panic-inducing drowning music. **Boss: Dr. Eggman** flees through the flooding maze in his Egg Mobile.



5 STAR LIGHT ZONE



A high-tech construction yard at the edge of a sparkling city. Powerful fans counter Sonic's speed. **Boss: Dr. Eggman** drops bombs on a trio of see-saws from his Egg Spiker.

7 FINAL ZONE



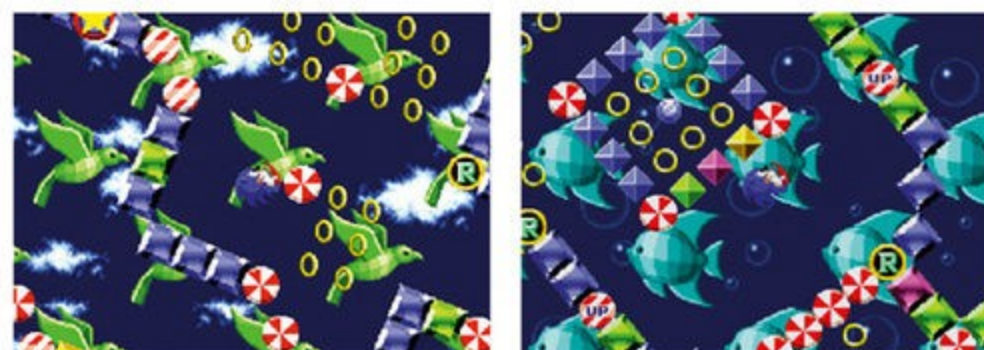
In this final, single-act encounter you have a split second to determine which giant piston of the Egg Crusher **Dr. Eggman** is hiding in. Watch the positioning of the electric orbs to find the safe gap.

6 SCRAP BRAIN ZONE



A mechanical nightmare littered with flamethrowers, electric traps, and vanishing floors. The whole zone is built over ruins similar to Labyrinth Zone.

8 SPECIAL STAGE



Navigate the dizzying maze as it rotates. You can change the direction of the spin, but be careful not to fall into the Goal Spheres. Carve your way through the small crystals to get the Chaos Emerald!



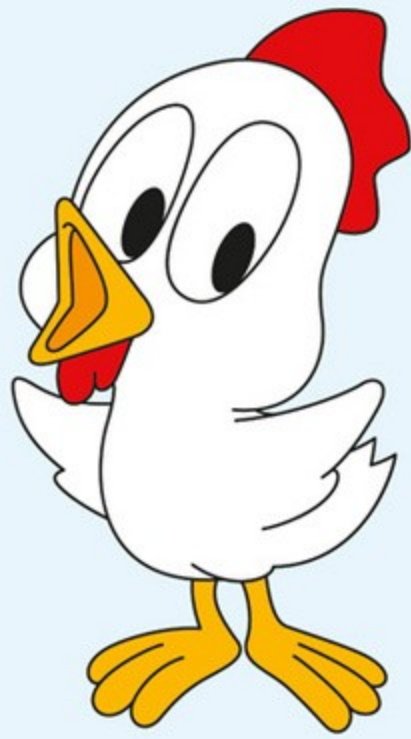
FACTOID

Cut Content: Early concepts had Sonic grabbing onto eagles to be flown to new regions and having a human partner. These ideas didn't see the light of day until *Sonic The Hedgehog* (2006) (page 162).



ANIMALS

Sonic rescues a robust menagerie of critters throughout the series.



Clucky: chicken



Flicky: songbird



Pecky: penguin



Picky: pig



Pocky: rabbit



Ricky: squirrel



Rocky: seal



When Sonic destroys Dr. Eggman's capsule at the end of each zone, dozens of happy animals come bounding out!

ANIMAL APPEARANCES IN ZONES

	Clucky	Spring Yard Zone, Scrap Brain Zone
	Flicky	Green Hill Zone, Star Light Zone
	Pecky	Labyrinth Zone, Scrap Brain Zone
	Picky	Spring Yard Zone, Star Light Zone
	Pocky	Green Hill Zone, Scrap Brain Zone
	Ricky	Marble Zone
	Rocky	Marble Zone, Labyrinth Zone, Scrap Brain Zone



FACTOID

Did You Know? The small animals served as the basis for many characters in the comic books and cartoons that began in the 1990s.



ENEMIES

BALL HOG



It waits at the top of ramps and ambushes Sonic with bouncing explosives

BATBRAIN



It hangs from the ceiling before dive-bombing Sonic

BOMB



It toddles around until it detects Sonic, then explodes after a brief countdown

BURROBOT



It bursts from the ground to ambush Sonic; check the ground to spot its drill nose

BUZZ BOMBER



It flies in, takes aim, and launches a single shot at Sonic

CATERKILLER



Hit the head to defeat it; hit anywhere else, and it explodes into damaging shrapnel

CHOPPER



It jumps from waterfalls, defending the bridges

CRABMEAT



It crawls over a small area, occasionally launching projectiles from its claws

JAWS



It patrols the water and . . . looks menacing. Sorta.

MOTO BUG



Maybe the most famous of the badniks, it drives around and is an easy target

NEWTRON



This chameleon robot that comes in green and blue blends into the background to ambush Sonic

ORBINAUT



It crawls over a small area, occasionally launching projectiles from its claws

ROLLER



It copies Sonic's rolling attack and ambushes him on slopes

SPIKES



It crawls around and is only vulnerable to rolling attacks

ENEMY APPEARANCES IN ZONES

Ball Hog	Scrap Brain Zone
Batbrain	Marble Zone
Bomb	Star Light Zone, Scrap Brain Zone
Burrobot	Labyrinth Zone, Scrap Brain Zone
Buzz Bomber	Green Hill Zone, Marble Zone, Spring Yard Zone
Caterkiller	Marble Zone, Scrap Brain Zone
Chopper	Green Hill Zone
Crabmeat	Green Hill Zone, Spring Yard Zone
Jaws	Labyrinth Zone, Scrap Brain Zone
Moto Bug	Green Hill Zone
Newtron	Green Hill Zone
Orbinaut	Labyrinth Zone, Star Light Zone, Scrap Brain Zone
Roller	Spring Yard Zone
Spikes	Spring Yard Zone



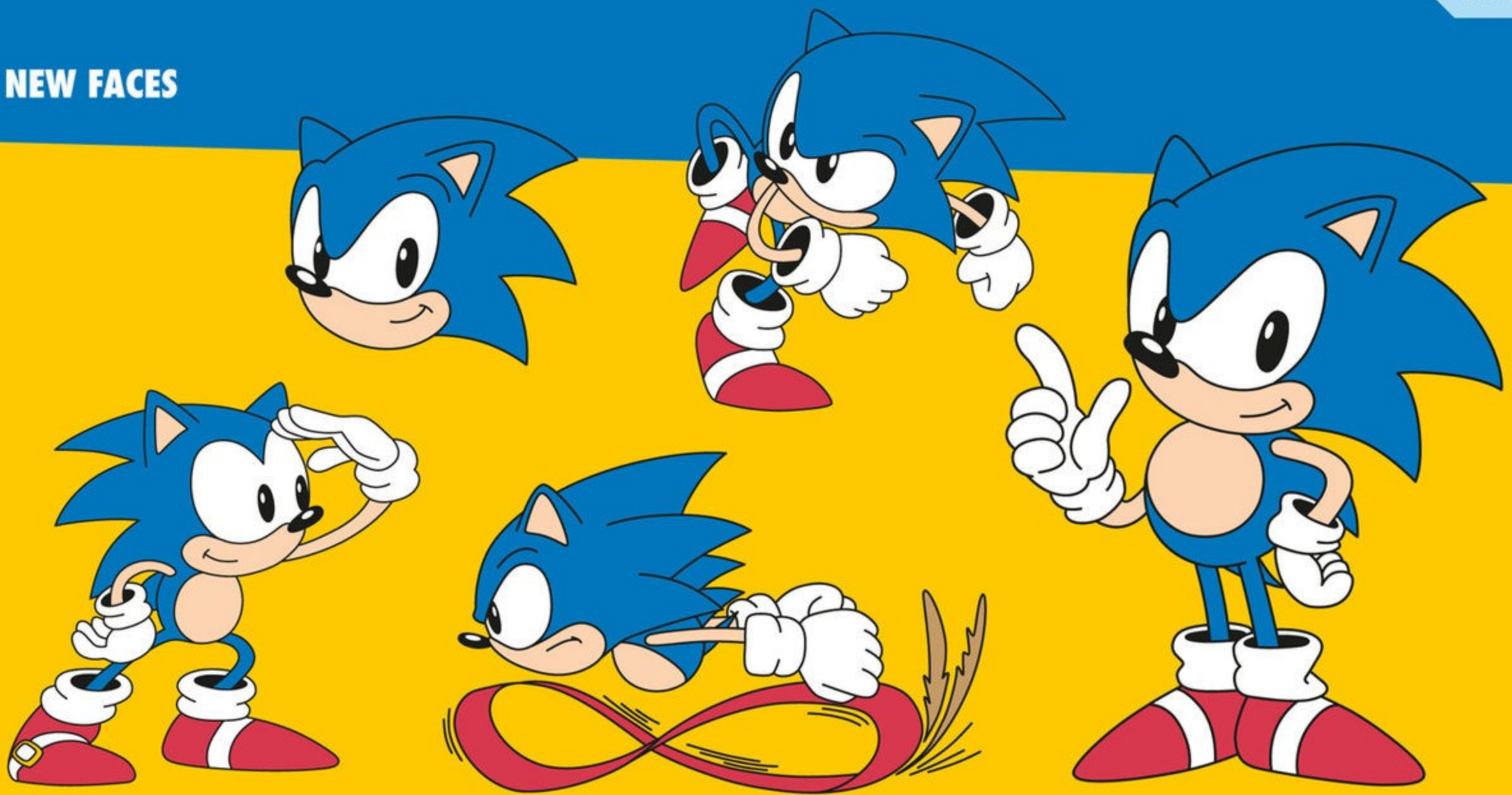
Concept art for the familiar enemies.



FACTOID

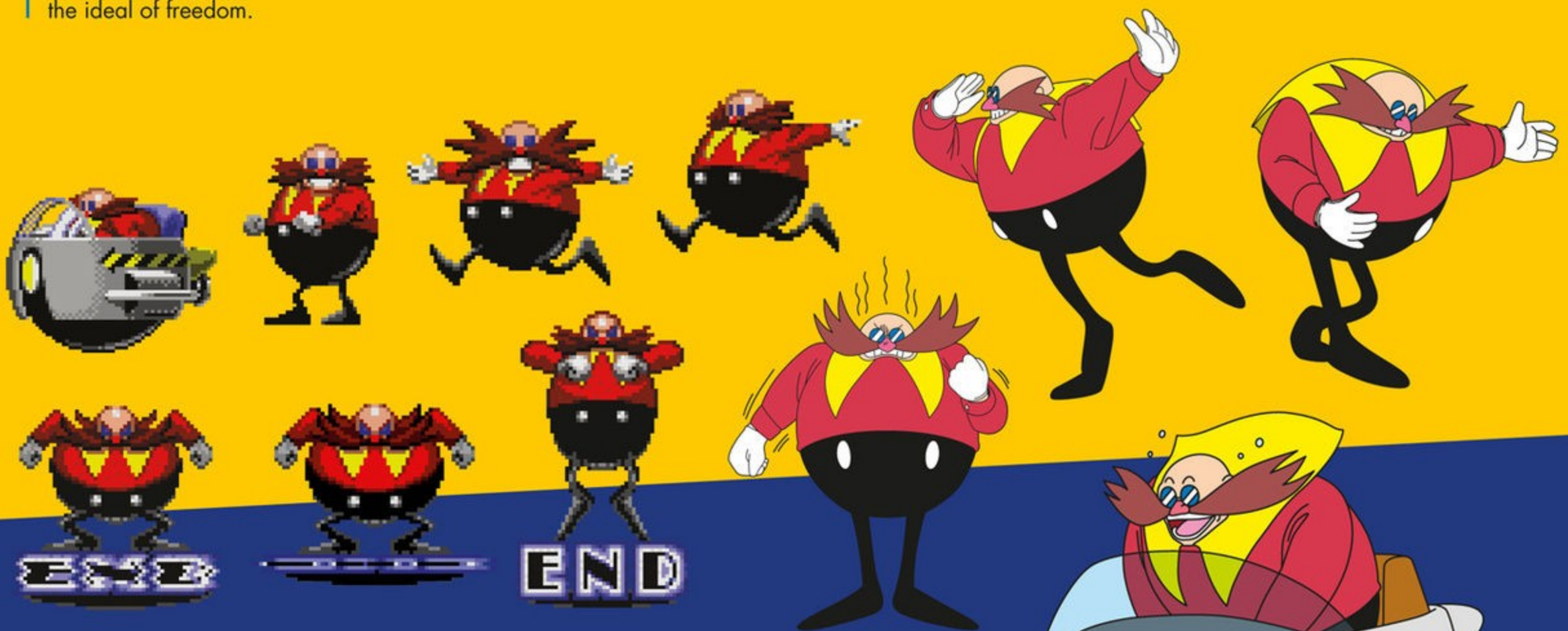
Lost in Translation: In the West he was localized as "Dr. Ivo Robotnik," a name that endured until Sonic rechristened him "Dr. Eggman" in *Sonic Adventure* (page 96). He adopted the name for himself in *Sonic Adventure 2* (page 112).

NEW FACES



SONIC THE HEDGEHOG

The fastest thing alive! Sonic debuts with his signature Spin Jump and Spin Attack abilities. If he can get up enough speed, Sonic can roll through many walls and enemies. Sonic is usually laid back and cool, but he's driven to fight injustice—not in the name of the law, but for the ideal of freedom.



DR. EGGMAN

A mad genius who seeks to conquer the world with his machines! He's the reason all those adorable little animals have been crammed into robots. He seeks out the Chaos Emeralds to power his ever-growing mechanical empire.



1991

Sonic The Hedgehog (8-bit)

RELEASE DATES

US October 25, 1991 (MS)

PAL October 25, 1991 (MS)

JP December 28, 1991 (GG)



US cover art



JP spine and cover art



US cartridge label art



JP cartridge label art



OVERVIEW

While the iconic version of *Sonic The Hedgehog* was released to promote Sega's newer, more powerful 16-bit Genesis system, another version was developed for the older 8-bit Master System and portable Game Gear. There are some stark differences between the 16-bit and 8-bit versions, namely different zones and finding Chaos Emeralds in the acts rather than the Special Stage. The Master System and Game Gear versions have some minor differences arising from their varying processing abilities.

THE STORY

The story remains the same between versions: Dr. Eggman is menacing South Island in search of the Chaos Emeralds, and it's up to Sonic to stop him!

BONUS PANEL

Whereas the spinning panel is purely cosmetic in the 16-bit version, the 8-bit version may give you a prize depending on the number of Rings you're holding when you spin it:

		Eggman	No prize
Eggman	Ring	Ring	Ten Rings added to your final tally for the act
		Sonic	Extra life
Sonic	!	!	Congratulations! You're going to the Special Stage!

ZONES

1 GREEN HILL ZONE



A simpler remix of its 16-bit cousin with underground pools. **Boss:** Dr. Eggman hovers around, occasionally diving at Sonic.

2 BRIDGE ZONE



A network of bridges lead across a massive river. Mind the gap and watch for shoddy construction work. **Boss:** (MS) Dr. Eggman ducks in and out of the water, taking shots at Sonic. (GG) Dr. Eggman ambushes Sonic from various sides of the bridges to shoot at him.

3 JUNGLE ZONE



Sonic has to swing and jump carefully to ascend over the jungle lake. **Boss: Dr. Eggman** leads Sonic on a merry chase before cornering him on a bowed vine. Dodge Dr. Eggman's bombs and hit him when he dares to drift within range.

4 LABYRINTH ZONE



Sonic must slog through the sunken ruins. **Boss: Dr. Eggman** will appear from one of three routes to shoot at Sonic before retreating.

5 SCRAP BRAIN ZONE



Navigate conveyor belts while dodging flamethrowers and shock traps. **Boss: Dr. Eggman** flees once Sonic completes his maze. Our hero follows the villain up the elevator to . . .

6 SKY BASE ZONE



Sonic must first dodge cannon fire and electrical fields as he climbs to Dr. Eggman's flying battleship. Then he must brave the well-armed blimp without Rings! **Boss: Dr. Eggman**

sweeps the arena with an energy beam while firing shots at Sonic. But that glass he's hiding behind isn't invincible.

7 SPECIAL STAGE



Explore the night-themed, spring-laden mazes to rack up the Rings, lives, and points!

ENEMIES

ENEMY APPEARANCES IN ZONES

	Ball Hog	Scrap Brain Zone
	Bomb	Sky Base Zone
	Burrobot	Labyrinth Zone
	Buzz Bomber	Green Hill Zone
	Caterkiller	Scrap Brain Zone
	Chopper	Bridge Zone
	Crabmeat	Green Hill Zone, Jungle Zone
	Jaws	Labyrinth Zone
	Moto Bug	Green Hill Zone
	Newtron	Jungle Zone
	Orbinaut	Labyrinth Zone, Sky Base Zone
	Spikes	Bridge Zone

ANIMALS

ANIMAL APPEARANCES IN ZONES

	Clucky	Jungle Zone
	Flicky	Green Hill Zone
	Pecky	Labyrinth Zone
	Picky	Bridge Zone
	Pocky	Green Hill Zone
	Ricky	Jungle Zone
	Rocky	Labyrinth Zone



1991-1996

Sonic Arcade Classics

WAKU WAKU SONIC PATROL CAR

RELEASE DATES

US n/a

PAL n/a

JP December 1991



FACTOID

Did You Know? This game marks the first time Sonic and Dr. Eggman had voice actors.

OVERVIEW

Not every Sonic title made it out to the rest of the world. A number of Japan-exclusive arcade games remained out of reach and became objects of curiosity for the online community. Time and technology have revealed many of these to the world over the years since they were first released.

Sonic takes the role of a police patrolman who has to stop Dr. Eggman's reckless driving with his signature Spin Jump. Players sit inside an arcade cabinet shaped like Sonic's patrol car, which rocks in response to their steering.

Whether Sonic and the player successfully stop Dr. Eggman or the road rager escapes, Sonic returns to the precinct to call it a day. While English-text versions of the game were produced, they were never exported.



Marketing brochure for Waku Waku Sonic Patrol Car



SEGA SONIC COSMO FIGHTER

RELEASE DATES

US n/a

US n/a

JP April 25, 1993



Marketing brochure for SegaSonic Cosmo Fighter



OVERVIEW

Also known as *SegaSonic Cosmo Fighter Galaxy Patrol*, this was another Japan-exclusive moving arcade cabinet. Instead of a ground-bound patrol car, Sonic jumps into the cockpit of a spaceship equipped with a blaster cannon and a massive mecha fist! It's up to you and Sonic to save his animal friends aboard the space station.

Dr. Eggman will first bombard Sonic with all manner of obstructions. Then he attacks in a rocket-mecha hybrid himself. With enough shooting and punching, he's sent packing, and peace is restored in space. Sonic is awarded a score of one to five stars depending on how many targets the player shoots down.



SEGASONIC ARCADE

RELEASE DATES

US September 1993

PAL September 1993

JP June 1993



Marketing brochure for SegaSonic Arcade

NEW FACES



MIGHTY THE ARMADILLO

Swift as the wind and strong as the mountains, Mighty is a powerful ally who tempers his incredible power with a gentle heart. His sturdy shell can repel some projectiles.



RAY THE FLYING SQUIRREL

Ray tries to always look on the bright side of life but is fairly timid compared to his bombastic friends. He glides via his patagium and can climb with his tail.

OVERVIEW

SegaSonic Arcade is a rare game that has seen very little distribution outside of Japan. Players use a trackball to steer Sonic, Mighty, and Ray through a series of gauntlets to escape Dr. Eggman's prison island. A single action button is used to jump over hazards and destroy obstacles.



ZONES

1 VOLCANIC VAULT

Flee the fiery furnace!

2 ICY ISLE

Incognito icy spikes!

3 DESERT DODGE

Dodgy dunes drop drastically!

4 TRAP TOWER

Tricky traps terrorize the timid!

5 LANDSLIDE LIMBO

Lambaste the lumbering lummo!

6 WILD WATER WAY

Wild rapids whisk wary wanderers wherever!

7 DR. EGGMAN'S TOWER

The final push, ending with a frantic escape from the self-destructing tower!



SEGASONIC POPCORN SHOP

RELEASE DATES

US n/a

PAL n/a

JP April 25, 1993



Marketing brochure for SegaSonic Popcorn Shop



OVERVIEW

You've helped Sonic keep the streets clean. You've helped him restore peace in space. Now you can help him bring you popcorn. Behold the wonders of technology!

The "player" is instructed to turn cranks as two scenes play out. First Sonic and Tails apply the salt, pepper, or caramel topping you want on your popcorn, then Sonic ensures your order gets to the popper as Dr. Eggman causes mischief with a sledgehammer.

At the popper, Tails uses his tails to fan the flames while Dr. Eggman continues to try to deny you your tasty treat. Upon completion of the "game," you're rewarded with your order. It may be silly, but we don't know of any other games that give you food!



SONIC THE FIGHTERS

RELEASE DATES

US July 1996

PAL August 1996

JP May 1996

Marketing brochure for *Sonic the Fighters*

OVERVIEW

Also known as *Sonic Championship*, this tournament fighter pits eight characters against each other for the Chaos Emeralds and the chance to defeat Dr. Eggman. (Sixteen years later, three more contenders would be added to the mix.) This 3D fighter utilizes the joystick and three buttons for combo-focused battling.

The player follows a specific series of fighters and stages, fighting a Dr. Eggman-created clone when they reach their own character. They then fight Metal Sonic, followed by a tightly timed final showdown with Dr. Eggman.

THE STORY

Dr. Eggman has launched another attack on the world from the Death Egg II. Tails builds the Lunar Fox, a rocket capable of reaching the orbital fortress, but there are two problems. First: it's a single-seated craft. Second: it needs the power of eight Chaos Emeralds to work. And so the player's character sets out to win the emeralds from their respective guardians.

NEW FACES

METAL SONIC & DR. EGGMAN

Originally only bosses, they became playable in the 2012 remaster. Highlight Sonic and press Start to play as his metal double, and do the same on Bean to play as Dr. Eggman in his E-Mech suit.



HONEY THE CAT

She's a high-spirited fashion designer who battles to promote her brand. Are the wings on her back part of her costume, or are they real? Only she knows the truth. Honey is an homage to the fighter Candy from *Fighting Vipers*, which was the spiritual forebear to *Sonic the Fighters*. She wasn't an available fighter until her data was restored for the digital rerelease on Xbox 360 and PlayStation 3 in 2012. To choose her, highlight Amy and press Start.



BEAN THE DYNAMITE

He's a wild sports-enthusiast woodpecker who can seemingly generate explosives from thin air. He attacks with wild abandon, but always with an impish smile on his face. He was relegated to cameos until *Sonic Mania*, where he could potentially show up to blow Sonic and Tails out of the air.

**BARK THE POLAR BEAR**

A long-armed grappler who uses his incredible strength to fling and flatten opponents. Despite his ferocious power, he's actually shy and soft spoken, with a gentle heart. He wouldn't be seen beyond cameo appearances until *Sonic Mania*, where he shows up in Mirage Saloon, act 2.

**ARENAS****1 SOUTH ISLAND**

Knuckles battles you in this island arena that is reminiscent of Green Hill Zone.

2 FLYING CARPET

Amy battles you aboard a flying carpet arena as it sails through an Egypt-inspired desert.

3 AURORA ICEFIELD

Bark grapples with you in this glittering arena boxed in by ice.

4 MUSHROOM HILL

Espio challenges you atop a massive tree stump amid mushrooms and spores.

5 CANYON CRUISE

Tails battles you atop a barge as it careens down the canyon rapids.

6 CASINO NIGHT

Fang snipes at you amid all the glitz and glamour of this neon stage.

7 DYNAMITE PLANT

Bean goes ballistic in a grungy factory arena.

8 GIANT WING

Sonic battles you among the clouds atop a giant airplane.

9 DEATH EGG'S EYE

Metal Sonic utilizes the skills of every fighter to stop your invasion.

10 DEATH EGG HANGAR

Dr. Eggman battles you while wearing power armor as the clock counts down. A flawless performance up to this point can unlock Super Sonic or a special form for everyone else.

**FACTOID**

Did You Know? Bark, Bean, and Fang were first grouped together as a gang called the Hooligans in the early comic series. Afterward, their Wanted posters appeared in *Sonic Generations* (page 236) and *Sonic Mania* (page 252), confirming their notorious natures.



1992

Sonic The Hedgehog 2 (16-bit)

RELEASE DATES

US November 24, 1992

PAL November 24, 1992

JP November 21, 1992



US Genesis cover art



PAL Mega Drive cover art



FACTOID

Cut Content: The game was originally intended to include time travel, with various versions of the zones being visited. The idea was used instead in *Sonic CD* (page 30).



JP Mega Drive cover art

OVERVIEW

The sequel that did everything bigger and better than what came before. *Sonic The Hedgehog 2* was also packaged with many new Genesis consoles as a holiday promotional deal, spreading the hype and exposure of the little blue hedgehog.

While there are more zones this time around, most are shortened to two acts. The Special Stage can now be accessed via the Star Post checkpoints with twenty Rings, giving you more opportunities to earn the seven Chaos Emeralds.

Sonic can now perform the Spin Dash, revving up to top speed in a couple of seconds. With all seven Chaos Emeralds and fifty Rings, he can become Super Sonic—a super-fast, invulnerable golden form. A second player can join as Tails to help Sonic in his adventure, or compete against him in the new two-player race mode.

THE STORY

Sonic takes his biplane, the Tornado, to West Side Island for some rest and relaxation. There he runs into the young and skittish Miles Prower. By following and emulating Sonic, Miles quickly learns new skills and the confidence to embrace his once-embarrassing nickname, "Tails." He also turns out to be a handy mechanic.

Meanwhile, Dr. Eggman discovers that West Side Island is another resting place for the full set of Chaos Emeralds. With them he could complete his orbital superweapon, the Death Egg. As Dr. Eggman sets about conquering the island, Sonic and Tails race off to put a stop to his evil.



ZONES

1 EMERALD HILL ZONE



The beautiful coastal zone has many hidden tunnels and steep inclines. **Boss: Drill Eggman** tries to make roadkill with his Egg Drillster.

2 CHEMICAL PLANT ZONE



Viscous Mega Mack pumps through pipes and floods this industrial site. **Boss: Dr. Eggman** pumps up Mega Mack into his Egg Poison and drops buckets full of goo as the floor folds away.

3 AQUATIC RUIN ZONE



Badniks hide behind walls and dense foliage in these watery ruins. **Boss: Dr. Eggman** brutalizes a pair of totem poles with the Egg Hammer to launch arrows at our heroes.

4 CASINO NIGHT ZONE



A glittering gambling city is full of bumpers and springs. Don't spend too much time at the slots. **Boss: Dr. Eggman's** Egg Claw drops explosives and lures you in with an electric field over his weak spot in this giant pinball field.

5 HILL TOP ZONE



Climb ever higher above the clouds amid these volcanically active mountains. **Boss: The Egg Scorcher Mk II** uses the magma for cover while trying to torch our heroes.

6 MYSTIC CAVE ZONE



Navigate the spooky mines with helpful and harmful vines. **Boss: Dr. Eggman** bores his way into the ceiling with the Egg Digger, causing cave-ins.



7 OIL OCEAN ZONE



The sprawling refinery city is awash with crude oil. Navigate it with checker-patterned cannons. **Boss: Dr. Eggman** launches mechanical scorpion tails and a tenacious laser cannon from his Eggmarine.

9 SKY CHASE ZONE



Tails flies the Tornado and Sonic rides the wings as they chase down the Wing Fortress.

11 DEATH EGG ZONE



No friends, no Rings—only battle! **Bosses:** Sonic must defeat the massive **Mecha Sonic** before his final showdown against Dr. Eggman in his **Death Egg Robot** mecha.

8 METROPOLIS ZONE



Brave the gears, pistons, and molten slag inside Dr. Eggman's war machine in all three acts. **Boss: Flying Eggman II** is shielded with orbiting spheres that turn into decoys before falling back on a powerful laser.

10 WING FORTRESS ZONE



Sonic goes it alone and makes his way to the cockpit of Dr. Eggman's flying battleship. **Boss: Dr. Eggman** traps Sonic in the Laser Prison with spiked drones and a megalaser. Use the drones to reach the laser, bust free, and chase Dr. Eggman to the final fight.

12 SPECIAL STAGE



Grab Rings and avoid bombs while navigating the roller coaster of a halfpipe.

FACTOID

Cut Content: Many stages were cut despite some degree of completion, but one—Hidden Palace Zone—got two new leases on life. It became part of *Sonic & Knuckles* (page 54) and was restored in the digital remaster (2013).

ENEMIES

AQUIS



A flying enemy that likes to ambush Sonic before spitting oil at him

ASTERON



Floating mine that launches five spiny projectiles

BALKIRY



Fighter plane birds that fly in formation

BUZZER



The less enduring spiritual successor to the Buzz Bomber

CHOP CHOP



It guards the waterways with gnashing teeth

CLUCKER



It pops up from its gunner station before firing egg bullets

COCONUTS



It hides in the tree, lobbing coconut projectiles

CRAWL



Its star bumper shield repels any frontal attack

CRAWLTON



It hides in dark crevices, lashing out when Sonic comes near

FLASHER



It protects itself with a powerful flash of light

GRABBER



It drops from the ceiling, grasping its prey before exploding

GROUNDER



It bursts from the walls to ambush Sonic

MASHER



Like the Chopper before it, it leaps from waterfalls to defend the bridges

NEBULA



It drops its spiked payload before losing altitude

OCTUS



It hops to gain height on its shots

REXON



It hides in magma, rising up to shoot at its targets

SHELLCRACKER



Its punches hit with lightning-like speed and power

SLICER



It flings its bladed arms like boomerangs

SOL



The burning counterpart to Orbinaut that launches fireballs

SPIKER



After launching its spiked top, it scuttles around in a panic

SPINY



It launches projectiles at the most inopportune times

TURTLOID



Is Turtloid the pilot or the energy-spitting flying mount? The debate rages on.

WHISP



They appear in groups of three or more, but will stop trying to hit Sonic and Tails after a few moments














ENEMY APPEARANCES IN ZONES

Aquis	Oil Ocean Zone
Asteron	Metropolis Zone
Balkiry	Sky Chase Zone
Buzzer	Emerald Hill Zone
Chop Chop	Aquatic Ruin Zone
Clucker	Wing Fortress Zone
Coconuts	Emerald Hill Zone
Crawl	Casino Night Zone
Crawlton	Mystic Cave Zone
Flasher	Mystic Cave Zone
Grabber	Chemical Plant Zone
Grounder	Aquatic Ruin Zone
Masher	Emerald Hill Zone
Nebula	Sky Chase Zone
Octus	Oil Ocean Zone
Rexon	Hill Top Zone
Shellcracker	Metropolis Zone
Slicer	Metropolis Zone
Sol	Hill Top Zone
Spiker	Hill Top Zone
Spiny	Chemical Plant Zone
Turtloid	Sky Chase Zone
Whisp	Aquatic Ruin Zone

ANIMALS

ANIMAL APPEARANCES IN ZONES

	Becky	Casino Night Zone
	Clucky	Mystic Cave Zone, Sky Chase Zone
	Flicky	Emerald Hill Zone, Aquatic Ruin Zone, Casino Night Zone
	Locky	Chemical Plant Zone, Hill Top Zone, Metropolis Zone, Wing Fortress Zone
	Micky	Mystic Cave Zone
	Pecky	Aquatic Ruin Zone, Oil Ocean Zone
	Pocky	Chemical Plant Zone
	Ricky	Emerald Hill Zone
	Rocky	Oil Ocean Zone
	Tocky	Sky Chase Zone
	Wocky	Hill Top Zone, Metropolis Zone

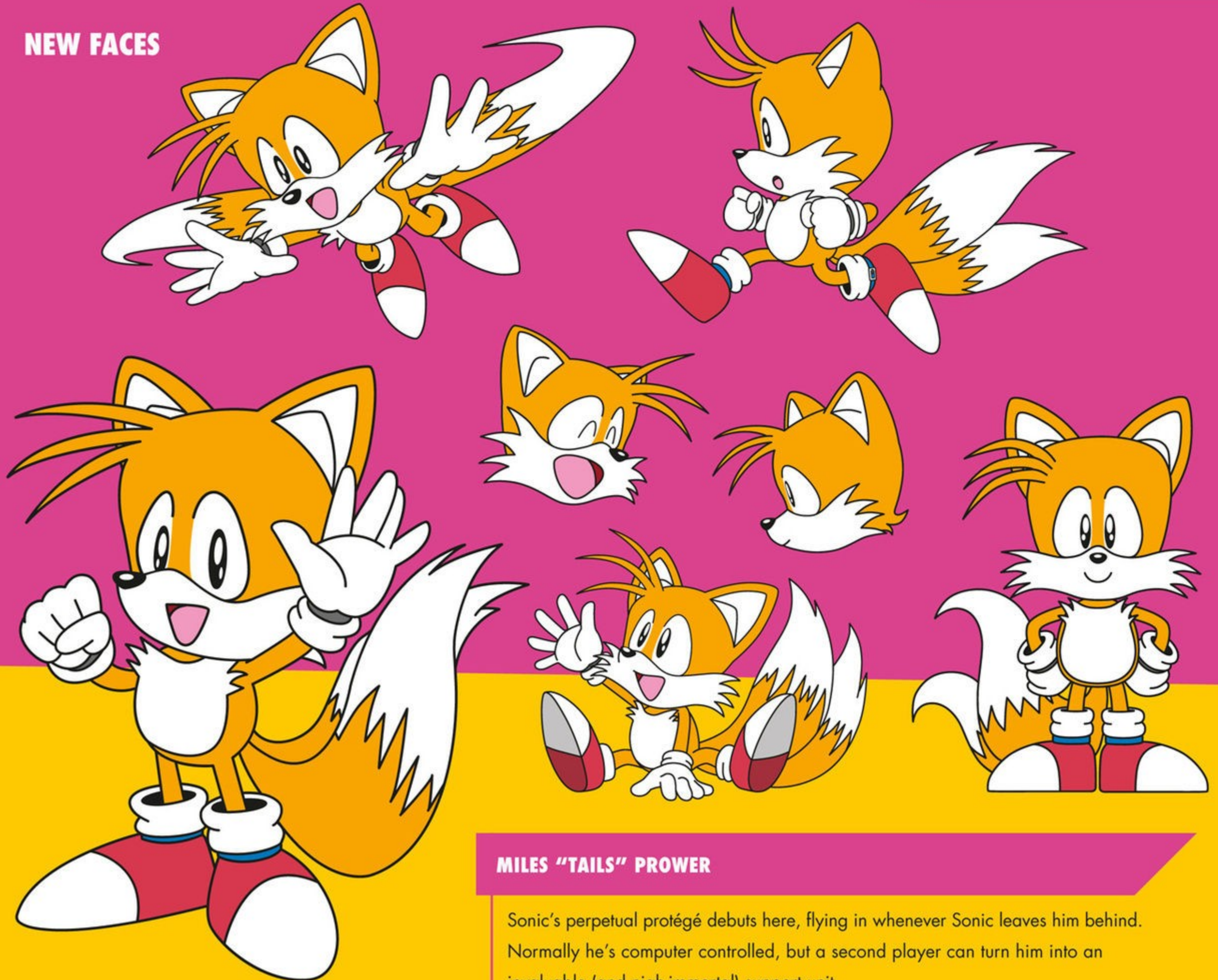


FACTOID

Cut Content: A whole new boss—Brass Eggman—was added to the restored Hidden Palace Zone. Navigate the flooded floor and mines that respond to Eggman's giant trombone.



NEW FACES



MILES "TAILS" PROWER

Sonic's perpetual protégé debuts here, flying in whenever Sonic leaves him behind. Normally he's computer controlled, but a second player can turn him into an invaluable (and nigh-immortal) support unit.



NEW ANIMALS



Becky: bear



Wocky: monkey



Locky: bald eagle



Tocky: turtle



Micky: rat, debuting in the restored Hidden Palace Zone (2013)



1992

Sonic The Hedgehog 2 (8-bit)

RELEASE DATES

US November 17, 1992

PAL October 1992

JP November 21, 1992



PAL cover art



JP cover art



OVERVIEW

While it shares the same name as its 16-bit counterpart, the 8-bit *Sonic The Hedgehog 2* is a wholly different game. Tails only appears in the opening, ending, and title cards. The zones and music are different, and the small screen of the Game Gear made it one of the most notoriously difficult *Sonic* games.

As in the previous 8-bit game, Sonic must find the Chaos Emeralds within the acts of the zones. Sonic lacks his Spin Dash maneuver, but he can now recover dropped Rings when hit. Prizes can still be collected when spinning the act-ending sign—with the addition of an image of Tails, which grants a Continue.

THE STORY

Dr. Eggman has kidnapped Tails, leading Sonic on a desperate chase across South Island. If Sonic manages to find all the Chaos Emeralds in the zones, he'll rescue Tails. If not, Tails isn't rescued—and possibly will never be seen again!

FACTOID

Everything Is Canon: Unlike Metal Sonic, the distinction between "Mecha Sonic," "Robo Sonic," and "Silver Sonic" is a hotly contested detail in the series of robotic doubles.

ZONES

1 UNDER GROUND ZONE



Hop in mine carts and navigate the rails in this subterranean stage. Watch out for the blind falls and plunging stalactites. **Boss:** Dr. Eggman bombs Sonic on a steep incline, driving him to the waiting jaws of **Pit Master**.

2 SKY HIGH ZONE



Sonic uses hang gliders and curiously dense clouds to cross the sometimes stormy skies. **Boss:** Destroy the flock of Mecha Hiyoko and the mecha eggs that spawn them to lure out **Hiyoko Master**. Dodge its energy bolts to bop its head off its extendable neck.

3 AQUA LAKE ZONE



Skip across the water's surface like a stone, or float upward inside a bubble, to conquer this watery maze. Here you'll find the unique rocket-powered Power Sneakers.

Boss: Balance Master can deflect Spin Jumps and inflate explosive balloons. Interrupt the process to seal its defeat.

4 GREEN HILLS ZONE



If you've played through Green Hill Zone, you'll handle its pluralized version just fine.

Boss: Dohyo Master is a sumo wrestler-like pig robot that tries to beat Sonic at his own game with rolling attacks.

5 GIMMICK MOUNTAIN ZONE



Navigate a mountain of steel and spikes using giant spinning bolts. Use the momentum of the huge wheels to fling yourself ahead. **Boss: Charge Master**

crashes around, dislodging hedgehog-smushing boulders but also disabling itself in its fury.

6 SCRAMBLED EGG ZONE



Find your way through the underground base and its maze of transport tubes. **Boss: Mecha Sonic** debuts with its weakest, weirdest form. It has a Spin Dash and a lashing tentacle arm. It holds the final Chaos Emerald but only gives it up if you have the other five.

7 CRYSTAL EGG ZONE



The glittering, glassy final stage is only accessible if you have all the Chaos Emeralds. **Boss:** Utilize the tubes around **Dr. Eggman's** massive machine to avoid

the lightning cannons and plasmatic projectiles.

ENEMIES

ENEMY APPEARANCES IN ZONES

	Bomb	Gimmick Mountain Zone, Scrambled Egg Zone
	Burrobot	Gimmick Mountain Zone
	Buton	Gimmick Mountain Zone
	Flying Chopper	Crystal Egg Zone
	Game-game	Sky High Zone, Scrambled Egg Zone
	New Motora	Under Ground Zone, Green Hills Zone
	Newtron	Under Ground Zone, Sky High Zone, Green Hills Zone
	Taraban	Under Ground Zone, Aqua Lake Zone, Green Hills Zone, Scrambled Egg Zone
	Zaririn	Aqua Lake Zone

ANIMALS

ANIMAL APPEARANCES IN ZONES

	Clucky	Sky High Zone, Gimmick Mountain Zone
	Flicky	Under Ground Zone, Sky High Zone, Gimmick Mountain Zone
	Pecky	Aqua Lake Zone
	Pocky	Under Ground Zone, Green Hills Zone
	Ricky	Green Hills Zone
	Rocky	Aqua Lake Zone



1993

Sonic CD

RELEASE DATES

US November 23, 1993

PAL October 1993

JP September 23, 1993



Re-creation of US cover art



JP cover art



OVERVIEW

Sonic's only foray into the Genesis add-on hardware, the Sega CD, is a fan favorite. This unique title puts a focus on exploration and puzzle-oriented boss fights. Sonic's Spin Dash is different, requiring specific timing to launch. Alternatively, you can perform the new Figure-Eight Peel-Out that can send Sonic off at top speed.

The central gimmick is time travel. By spinning a Past Time Plate and maintaining his top speed, Sonic can travel to the past. There, he can destroy hologram projections of Metal Sonic, encouraging little animals to fill the stages. You can also find and destroy machines that cultivate the seeds of Little Planet, clearing the zone of all badniks and ensuring a Good Future. Fail to liberate the past and you'll be trapped in a Bad Future. The same happens if you spin the Future Time Plate before saving the past.

If you can't hunt down Dr. Eggman's installations, you can jump through the Giant Ring at the end of each act, if you're carrying fifty Rings, and enter the Special Stage. Earn all seven Time Stones to change fate and ensure a Good Future.

New to the series is Time Attack Mode, which challenges the player with the Present version of each stage. Completing the game under certain time constraints unlocks the Sound Test, cinematics, and Time Attack for the Special Stage.

STORY

One month out of the year, the mysterious Little Planet appears above Never Lake. Dr. Eggman learned of the Time Stones said to be hidden there and chained the planetoid to a nearby mountain (carved to look like himself, naturally).

Just as Sonic arrives and begins to right that which is wrong, he's discovered by Amy Rose. Her fortune cards told her she'd have a fateful encounter with her beloved hero, but events take an unexpected turn when Metal Sonic kidnaps her. Sonic races off to save Amy, Little Planet, and all of time!



FACTOID

Everything Is Canon:

A hidden image, unlocked through the Sound Test, shows Tails saying, "See you next game," implying *Sonic CD* occurs before *Sonic The Hedgehog 2*. But Tails debuted a whole year earlier.

ROUNDS

This time, the stages are called “rounds,” while their sections are called “zones.”

1 PALMTREE PANIC



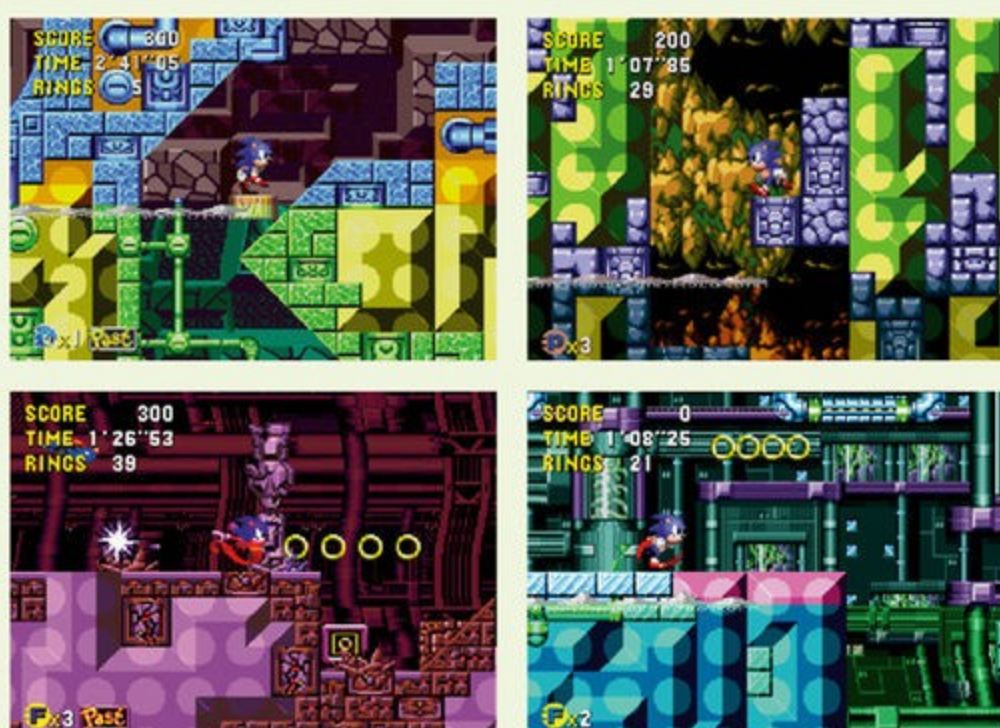
Sonic runs up sheer cliffs and zips through tunnels in this tropical stage before meeting Amy. **Boss: Dr. Eggman** pilots the EGG-HVC-001, deflecting Sonic with star bumper arms.

2 COLLISION CHAOS



Amy's dedicated support of Sonic gets her kidnapped by Metal Sonic. Sonic gives chase, bouncing through this pinball-themed stage. **Boss: Dr. Eggman** drops impact bombs from his Egg Tilter into the pinball arena, trying to knock Sonic into the spikes below. Bounce and flip up into him, driving him up and out.

3 TIDAL TEMPEST



Descend into the flooded ruins lined with traps and powerful currents. **Boss:** Sonic chases **Dr. Eggman** through the ancient ruins, eventually cornering him in a flooded chamber. Sonic has to inhale his way through the Egg Bubble's shielding bubbles to get to the center.

4 QUARTZ QUADRANT



Navigate the glass tube network and adjustable conveyor belts in this dazzling mineral mine. **Boss: Dr. Eggman** has Sonic trapped on the Egg Conveyor which leads to a pointy death, made worse by projectiles. But Dr. Eggman's own control booth can't stand the conveyor belt's friction. Outlast the metal to give Dr. Eggman a hot foot.

FACTOID

Cut Content: The game's soundtrack was dependent on which region the game was purchased in. While Japanese and PAL-region players got the original soundtrack, the North American version received an almost entirely new soundtrack.

Everything Is Canon: In Wacky Workbench, there's a hidden shrine. In the Past it's a Ring-dispensing goddess. In the Bad Future, it's a booby-trapped Dr. Eggman statue.



5 WACKY WORKBENCH



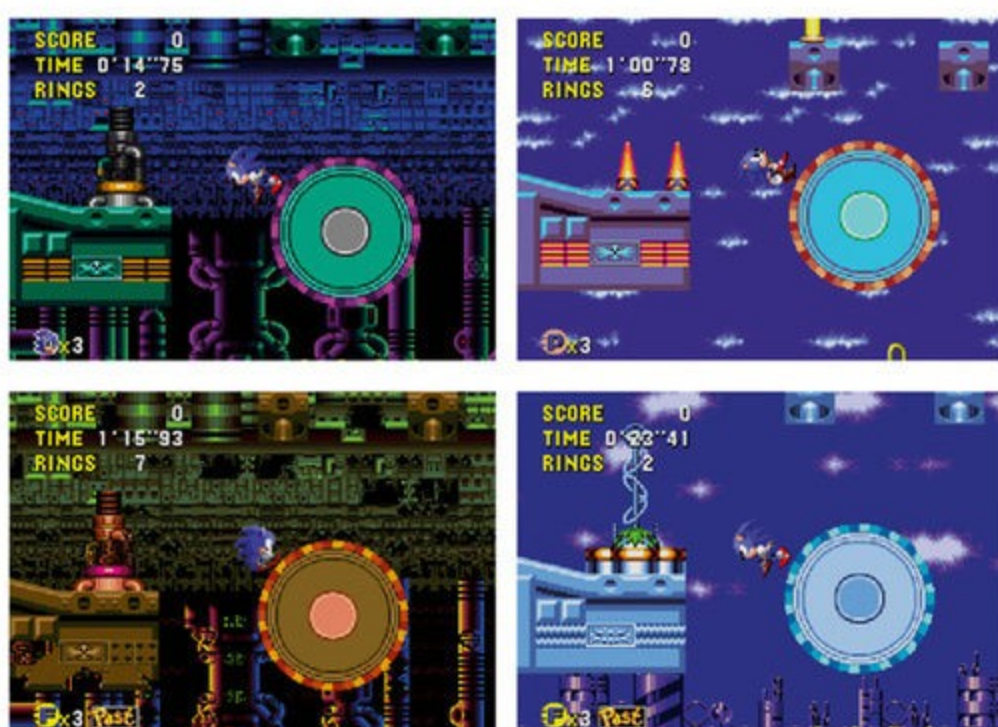
An onslaught of machinery proves to be both helpful and hazardous as Sonic is launched amid electrified coils. **Boss:** Chase the **Egg Razer** ever upward, using the debris of the shattered ceiling to launch from the electrified floors.

6 STARDUST SPEEDWAY



Rocket forward, change lanes, and launch Sonic at top speed through this blisteringly fast round. **Boss:** Sonic and Metal Sonic race for the fate of Amy Rose, followed by **Dr. Eggman** and his "incentivizing" death laser.

7 METALLIC MADNESS

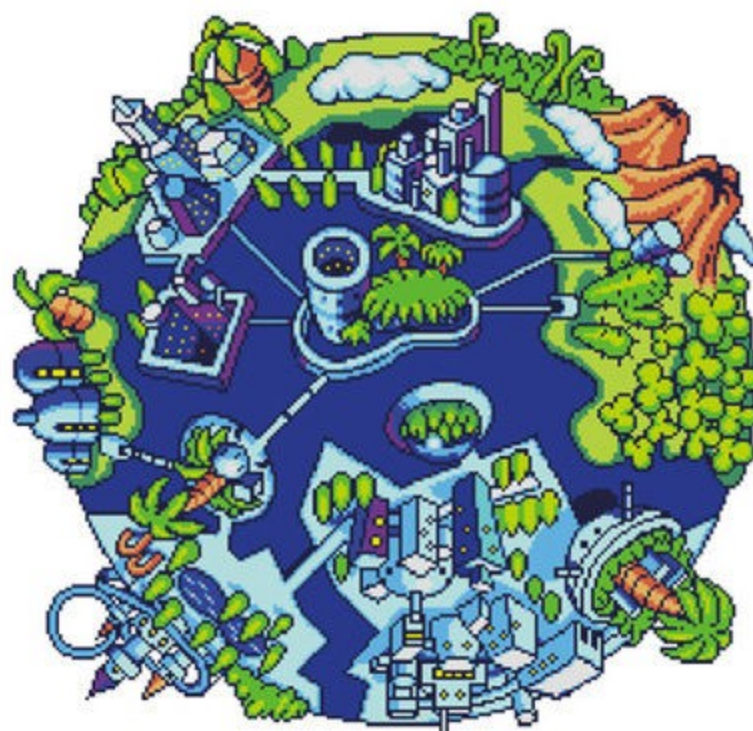


Weave your way through Dr. Eggman's mechanical stronghold, slipping through the cracks with the help of shrink rays. **Boss:** **Dr. Eggman** uses the Egg Spinner's four massive rectangular metal blades to try to smash and skewer Sonic. Sonic breaks each blade away, changing Dr. Eggman's attack patterns.

8 SPECIAL STAGE



Sonic races across winding streets beneath psychedelic scenes to hunt down UFOs. Destroy them all under the time limit to earn a Time Stone.



ENEMIES

Uniquely, these badniks all run on flower seeds instead of animals.

AMENBO



A missile-launching water strider

ANTON



A jolly bug unicycle

BATA-PYON



A spring-loaded grasshopper

BIGBOM



A bigger version of Bomb with a wider blast radius

DANGO



A pillbug whose rolling attack can be deflected with a Spin Jump

GA



The angriest moth of all time

HOTARU



They shoot lasers from above or create an energy chain in pairs

KABASIRA



A mosquito that trails smoke as it flies

KAMA-KAMA



It flings its sickle arm at Sonic

KANABUN



An undulating aerial beetle bot

KEMUSI



A crawling caterpillar; unlike Caterkiller, it doesn't break apart

KUMO-KUMO



A jumping spider that spits immobilizing webs

MECHA-BU



A rhino beetle with a buzz saw and a one-track mind

MINOMUSI



A spiky bagworm that uses itself as a flail

MOSQUI



Dive-bombing mosquito

NORO-NORO



It surprises you with hidden spikes

BATA-BATA



It flutters in weaving patterns

POH-BEE



It fires stinging shots or swings dual maces

SASORI



A missile-launching scorpion tank

SCARAB



Its arms carry monitors, spikes, or even Sonic!

SEMI



Spike-dropped cicadas that appear in swarms

TAGA-TAGA



Aquatic spike-launching jerk

TAMABBOH



It rolls in to fire projectiles

TENTOU



Missile-dropping ladybug

TONBO



A dragonfly that lazily defends its territory

YAGO



An underwater enemy that is eager to charge Sonic



ENEMY APPEARANCES IN ROUNDS

Amenbo	Tidal Tempest
Anton	Palmtree Panic
Bata-Pyon	Wacky Workbench
Bigbom	Metallic Madness
Dango	Stardust Speedway, Metallic Madness

ENEMY APPEARANCES IN ROUNDS (CONT.)

Ga	Collision Chaos
Hotaru	Stardust Speedway, Metallic Madness
Kabasira	Stardust Speedway
Kama-Kama	Collision Chaos
Kanabun	Stardust Speedway



ENEMY APPEARANCES IN ROUNDS

Kemusi	Quartz Quadrant
Kumo-Kumo	Quartz Quadrant
Mecha-Bu	Metallic Madness
Minomusi	Wacky Workbench
Mosqui	Palmtree Panic
Noro-Noro	Quartz Quadrant
Pata-Bata	Palmtree Panic
Poh-Bee	Wacky Workbench, Metallic Madness

ENEMY APPEARANCES IN ROUNDS (CONT.)

Sasori	Quartz Quadrant
Scarab	Metallic Madness
Semi	Wacky Workbench
Taga-Taga	Palmtree Panic, Tidal Tempest
Tamabboh	Palmtree Panic
Tentou	Collision Chaos
Tonbo	Tidal Tempest
Yago	Tidal Tempest

FACTOIDS

Hidden Goodies: Play certain tracks in the Sound Test to unlock baffling and unsettling art of a grim, humanoid Sonic and a human-faced Sonic.

Hidden Goodies: Wait too long, and Sonic will say, "I'm outer [sic] here!" He'll then jump off the stage, costing you a life.

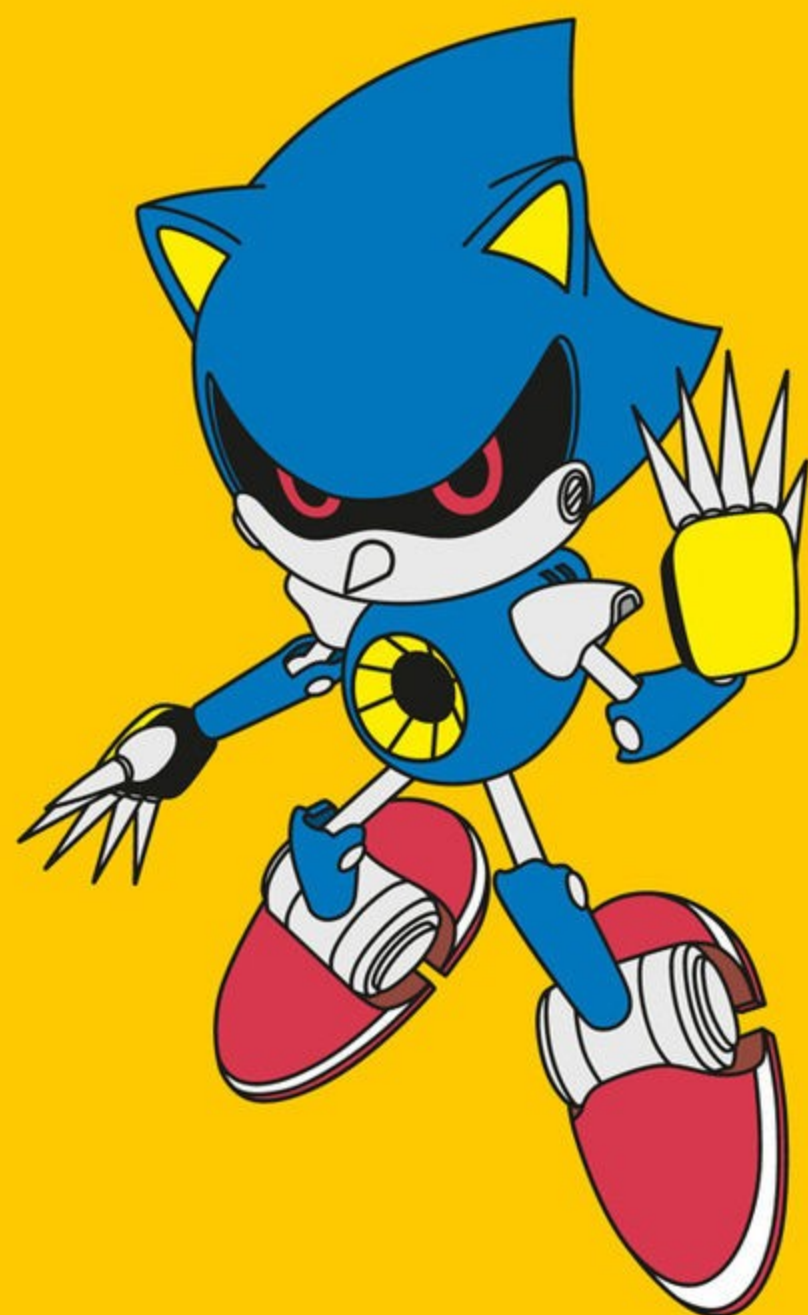
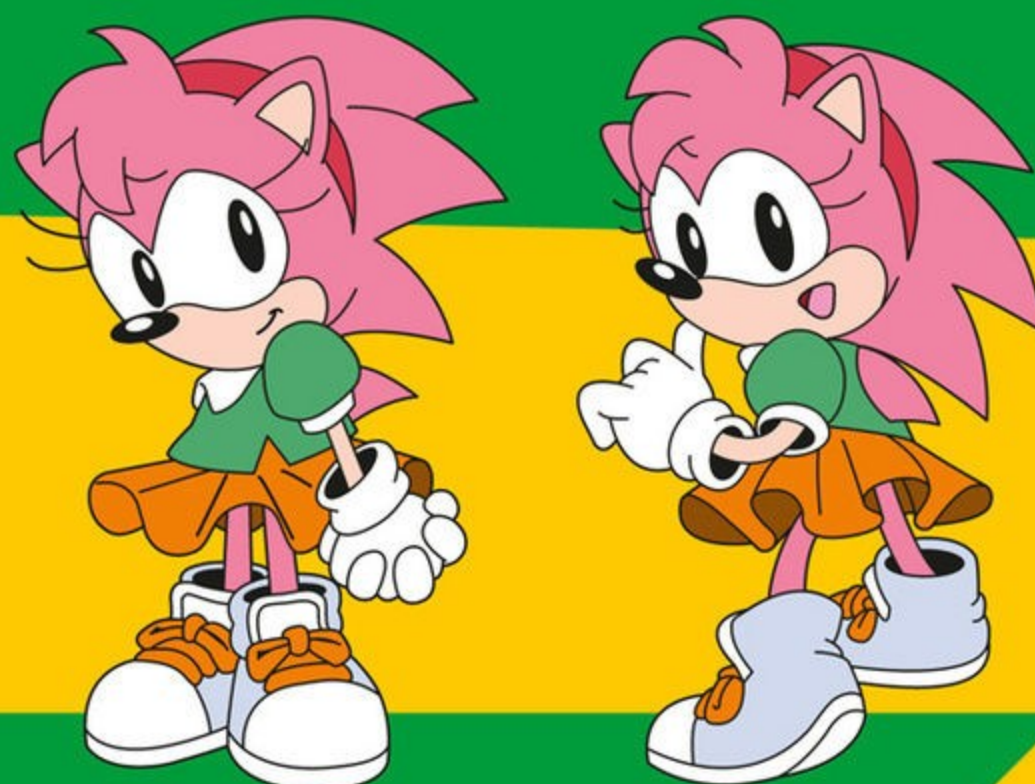


NEW FACES



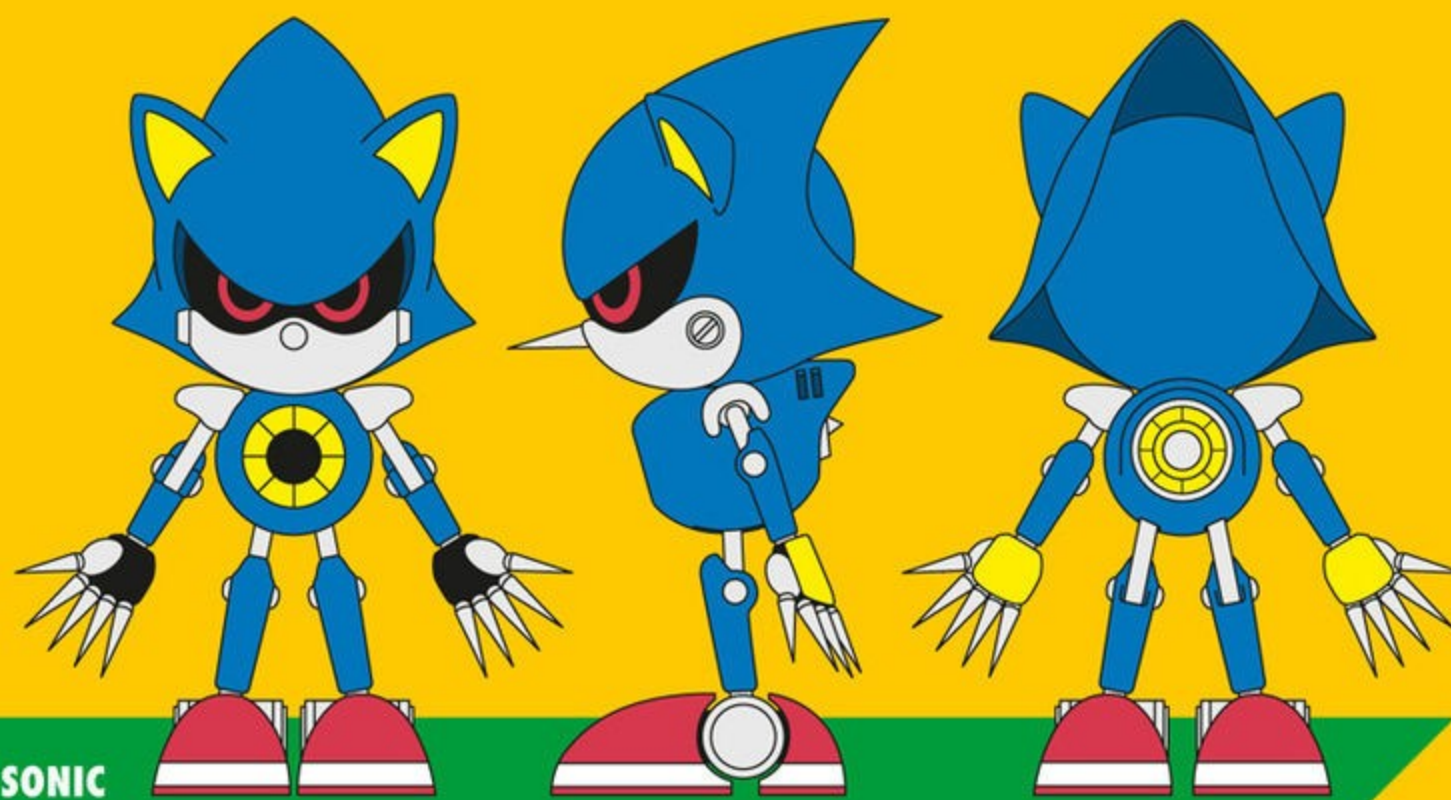
AMY ROSE

Sonic's self-declared girlfriend. At this early point in her career she is more of a fangirl and less of an adventurer. Her signature Piko Piko Hammer is a mere squeaky toy, and she's helpless when Metal Sonic kidnaps her. She'll grow up a great deal when she returns in *Sonic Adventure* (page 96).



METAL SONIC

Dr. Eggman's answer to nature's perfect hero. His monocoque titanium frame is accented with enhanced blue metal tektite cowling. His main CPU is a LIPS A.I.EGGMAN, run by three Dr. Eggman custom chips (running fuzzy logical operations), that uses pseudoneural connections for transmission. His sub-CPU holds five Neo Super FX DSP chips for power control, while eight NEXT RISK Chip-III's process his vision. While his specifications and skills change from game to game, he has the speed and ferocity to match Sonic.



1993

Sonic Chaos

RELEASE DATES

US November 23, 1993

PAL October 25, 1993

JP November 19, 1993



US cover art



OVERVIEW

Sonic's moves get another revision as the Strike Dash replaces the Figure-Eight Peel-Out. The move is great for speed but leaves Sonic vulnerable to attack. He can also exclusively use the Rocket Shoes power-up to blast through stages while looking for the five missing Chaos Emeralds. He'll need to make it to the end of the act with one hundred Rings to be warped to the Special Stage.

Tails has an easier time by starting out with more lives and Continues, but he foregoes the Rocket Shoes and Chaos Emerald hunt. He can use the Pogo Spring, though, and leap to hard-to-reach places! Or—for the first time—you can control his flight! Unlike in later games, Tails hovers in place if you don't press anything midflight.

Different versions of the game offer very similar experiences, although there are some typographical changes, some musical variations, and some acts that feature different layouts.

STORY

Dr. Eggman has found one of the six Chaos Emeralds, and his search for the other five has made all of South Island start sinking! It's up to Sonic and Tails to find the other emeralds, stop Dr. Eggman, and save the island!

ZONES

1 TURQUOISE HILL ZONE



This tropical starter zone shares many features with Emerald Hill Zone, but with the addition of springs. Lots and lots of springs. **Boss:** **Lady Bug** is a giant Boing-o-Bot, protected from aerial strikes by a built-in spring. That face is begging for a Spin Dash, though.

2 GIGAPOLIS ZONE



Also known as "Gigalopolis Zone" to you Master System or Japanese players. Race through a construction site on the edge of a city under the glittering night sky. **Boss:** **Bead Worm** is a towering Caterkiller-like robot that throws its body segments at you. Bounce on its noggin to bring it down.

3 SLEEPING EGG ZONE



Dr. Eggman is building a base, carving his image into the crumbling walls. Smash your way through or use high-powered Pogo Springs to launch to new heights. Mind the gap. **Boss:** **Bouncy Boss Robot** lives up to its name by constantly jumping and spraying the field with gunfire. Hitting the head is your only option, so be patient and swift.

FACTOID

Lost in Translation: The Japanese title for the game was *Sonic & Tails*. Its sequel, *Sonic & Tails 2*, also got a different name in English. See if you can spot it as you speed-read!

4 MECHA GREEN HILL ZONE



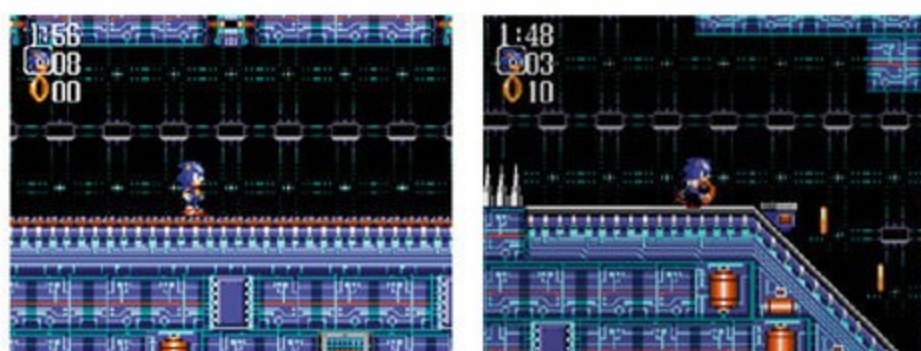
Dr. Eggman has completely converted the Green Hill Zone of *Sonic The Hedgehog 2* (8-bit). Dodge exploding coconuts and keep up your speed to cross the tilted bridges. **Boss: Tree Crawler** launches a variety of shots from its tree mount, which is surrounded by spikes in the Master System version. Attack the head and keep out from under it.

5 AQUA PLANET ZONE



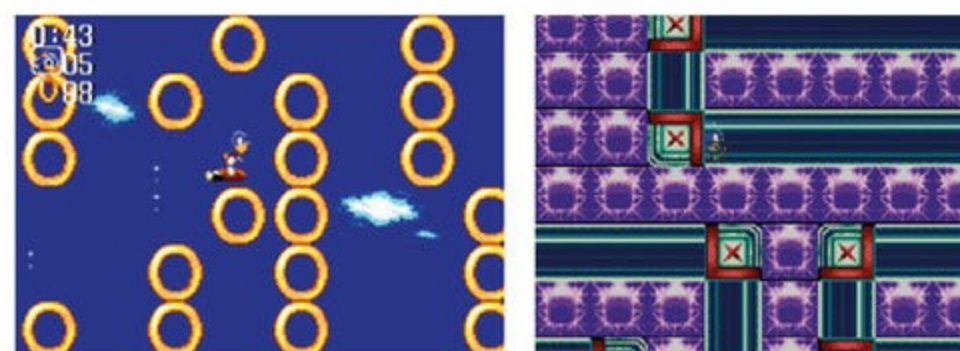
Stormy skies roil over ancient ruins, retrofitted to Dr. Eggman's machines. Ignore his fleet of oil platforms and race to the finish! **Boss: Sphere-o-Bot** borrows from Bouncy Boss Robot's playbook until you shatter its upper half. Then it launches Mecha Hiyoko galore!

6 ELECTRIC EGG ZONE



Did Scrambled Egg Zone get an upgrade? Avoid the autocannon fire and navigate the mechanical tubes to your final showdown with Dr. Eggman. **Boss: Dr. Eggman's Laser Walker** unleashes a barrage of scattershot and ricocheting lasers. It can also nimbly leap out of Spin Jumping range. After its destruction, Dr. Eggman swoops by for a final fatal attack, so stay sharp!

7 SPECIAL STAGE



Don't get greedy with all those Rings and Giant Rings around! Every second is precious as you navigate five unique mazes to find the Chaos Emeralds before time runs out.

ENEMIES

BEETON



A single-engine take on the Buzz Bomber

BOING-O-BOT



Spring-backed cousin to Motobug

BOMBLIN



A self-destructing robot

FROGGER



A spring-loaded jumping bot

MECHA HIYOKO



Master Hiyoko's brood return in threes

METAL-O-TURTLE



A rhinoceros beetle that calmly rolls around

VEG-O-BOT



A hopping, horn-headed hostile

ENEMY APPEARANCES IN ZONES

Beeton	Turquoise Hill Zone, Gigapolis Zone, Electric Egg Zone
Boing-o-Bot	Turquoise Hill Zone, Mecha Green Hill Zone
Bomblin	Electric Egg Zone
Frogger	Sleeping Egg Zone
Mecha Hiyoko	Aqua Planet Zone
Metal-o-Turtle	Gigapolis Zone
Veg-o-Bot	Sleeping Egg Zone

1993

Sonic Spinball

RELEASE DATES

US November 23, 1993

PAL November 15, 1993

JP December 10, 1993



US Genesis cover art



US Genesis back cover



JP Mega Drive cover art

OVERVIEW

With Sonic Team hard at work on *Sonic The Hedgehog 3*, the Western development branch—Sega Technical Institute—took an entirely Western crack at a *Sonic* game. With references to the tie-in cartoons of the time, Sonic platforms his way into a pinball adventure uniquely his own.

Sonic is tasked with finding multiple Chaos Emeralds (which are all blue, for some reason) and climbing his way up through Dr. Eggman's pinball-themed defensive systems. Game Gear and Master System users weren't left out in the cold, as they received ports with the same elements, albeit with different board layouts and less content.

STORY

Dr. Eggman has taken over the volcanic Mt. Mobius, turning it into his newest base—the Veg-o-Fortress. Using the Chaos Emeralds to stabilize his shaky surroundings, he also uses the abundant geothermal power to mass-roboticize helpless animals.

Sonic and Tails spring into action, but the Tornado is shot down en route, leaving Sonic stranded at the base of the Veg-o-Fortress. Sonic must climb and fight his way up through the pinball-style defenses to destroy Dr. Eggman's base from within and rescue the animals!

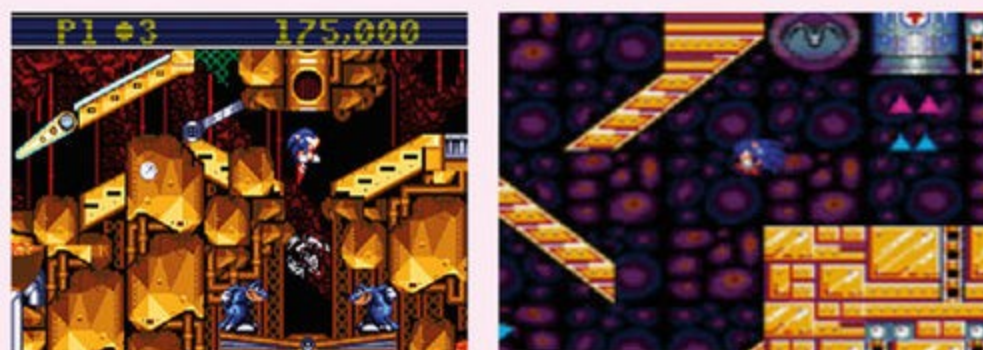
ZONES

1 TOXIC CAVES



Drain the vats of sludge, pop open pipes, and flip switches to find new routes up to the Chaos Emeralds. Don't linger at the bottom though—that Rexus looks hungry! **Boss: Scorpious** is massive and terrifying but ultimately not too dangerous. Dodge his sludge-dispensing stinger and beat him to pieces.

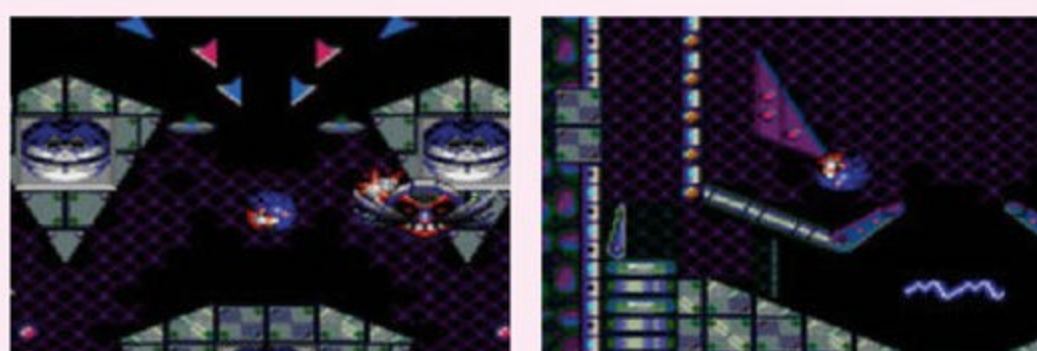
2 LAVA POWERHOUSE



Hip and Hop the kangaroos help Sonic return to the fray on jets of air. Use the bursts of steam to reach the boiler at the top.

Boss: Smash the four molten-metal belching heads of the **Robo-Boiler**. Don't get careless, or you could drop back to the very bottom of the stage!

3 THE MACHINE



With the power supply disrupted, it's time to ruin the production line! Smash your way through the massive roboticizer to free the helpless animals within. **Boss:** The **Veg-o-Machine** will try to stop you with an army of badniks. Cut off its supply of helpless animals, then tear it apart from the inside.

4 SHOWDOWN



The Veg-o-Fortress is crumbling, to Mt. Mobius's fury! Sonic races through the launch station at the volcano's peak to stop Dr. Eggman from escaping. **Boss:** Disable the defenses around **Dr. Eggman's** escape shuttle or risk getting flung into the volcano below. Once he's prone, show no mercy!

5 BONUS STAGE



Each zone has its own unique bonus stage once you've completed it. A hidden fourth stage is only accessible if you collect all of the zone's Rings.

- + **Trapped Alive!:** Bust open the purple pods before busting Dr. Eggman's ride
- + **Robo Smile:** Ruin Dr. Eggman's dental work
- + **The March:** Clear out the patrolling Scratches and bust open the capsule
- + **Clucker's Defense:** Bypass the Cluckers to defeat the Crawl in the back



FACTOID

Did You Know? Some of the characters that Sonic rescues during the bonus stages originated in the Saturday morning cartoon that was airing at the time. This series, referred to as "SatAM" by die-hard fans, wouldn't be acknowledged in the games again until *Sonic Chronicles* (page 206).



1993

Dr. Robotnik's Mean Bean Machine

RELEASE DATES

US December 1993

PAL 1993

JP n/a



US Genesis cover art



PAL Game Gear cover art

OVERVIEW

Dr. Robotnik's Mean Bean Machine is an oddity in many ways. The game itself is a reskin of the popular puzzle game *Puyo Puyo*, with the titular Puyo renamed as "Beans." Dr. Robotnik and many of the boss robots the player faces share designs similar to those from the *Adventures of Sonic the Hedgehog* cartoon series.

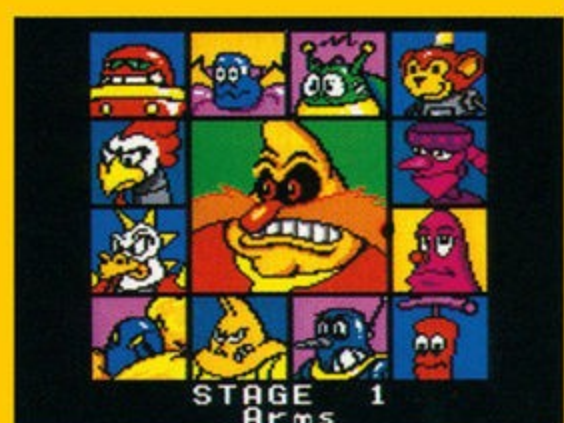
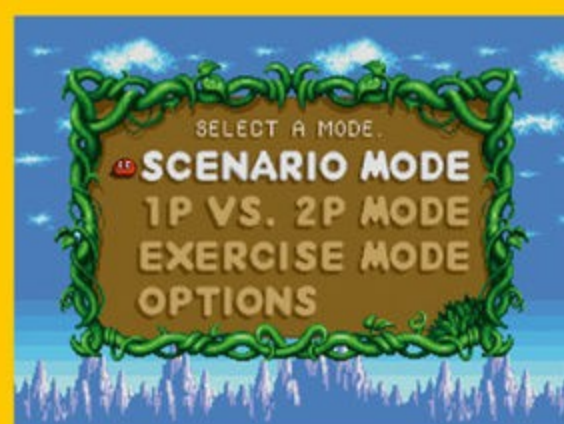
The player is set against thirteen AI opponents in a puzzle gauntlet. You attempt to link four or more Beans of the same color to clear them from your side of the board. Larger chains create Refugee Beans that clog the opponent's field. These gray Beans are harder to clear out. Once a competitor's Beans stack to the top of their playing field, they lose.

STORY

Dr. Robotnik has invaded Beanville with his army of robots. He rounds up the resident Beans and subjects them to the Mean Bean-Steam Machine to turn them into robot slaves. It's up to you and Has Bean, hero of Beanville, to thwart Dr. Robotnik's badnik guards and liberate Beanville.

FACTOID

Everything Is Canon: The Beans made a surprise return in the boss fight of Chemical Plant Zone in *Sonic Mania* (page 252). As before, you need to match the Beans to ruin Dr. Eggman's day.



GAME MODES

SCENARIO MODE



The Story Mode of the game, in which you and Has Bean rally the Beans to overpower Dr. Eggman's forces. You can jump to any boss of any difficulty by inputting a certain sequence of Beans on the password screen.

VERSUS MODE



Play against a friend in one of five difficulty settings. The higher the difficulty, the more color variety will appear among the Beans, and more Refugee Beans will fill the field at the start of the match.

EXERCISE MODE



A practice mode for one or two players that can be started on one of three difficulty settings. Depending on what difficulty you select, Has Bean may appear to help or hinder your progress. The game goes for as long as you can manage, increasing in difficulty as you endure.

STAGES

Arms	The long arms of the lawless
Frankly	Clearly the monster, not the doctor who made him
Humpty	Safely not near any walls
Coconuts	Based on the <i>Sonic The Hedgehog 2</i> badnik of the same name, he has delusions of grandeur in the cartoon
Davy Sprocket	Doesn't remember the Alamo due to memory limitations
Skweel	The most interpretive pig robot you'll ever see
Dynamight	Totally Not Threatening
Grounder	Based on the <i>Sonic The Hedgehog 2</i> badnik, his drill arms hide hands and other tools
Spike	Not named for his piercing wit
Sir Fuzzy-Logik	"Seven. Seven Chaos Emeralds, and Dr. Robotnik will become a god."
Dragon Breath	Clearly needs a mint
Scratch	Also featured in a bonus stage in <i>Sonic Spinball</i> , he's loosely based on the Clucker badnik
Dr. Robotnik	The big man himself; help Has Bean make him a has-been



1994-1995

Drifting with Sonic

SONIC DRIFT

RELEASE DATES

US n/a

PAL n/a

JP March 18, 1994



Cover art



OVERVIEW

Sonic Drift is the first game in the franchise to raise the question: "Wouldn't Sonic be faster *outside* of his car?" The answer is most likely yes, but then it wouldn't be a fair race, now would it?

Sonic, Tails, Dr. Eggman, and Amy race across three Chaos Grand Prix (GPs) with six tracks each. Drift around corners to get the edge, but beware of hazards on the edges of the tracks. Drift too much and you'll spin out, losing any advantage you had. You pick up Rings along the way, which can be spent on your character's special signature move.

In addition to the Green, Yellow, and Red Chaos GPs, you can practice your skills on the Free Run trial mode. You can also compete with a friend by linking Game Gear portable consoles with a Gear-to-Gear cable.

FACTOID

Lost in Translation: *Sonic Drift* wouldn't see an official launch outside of Japan until 2003, when it was featured as an unlockable game in *Sonic Adventure DX* (page 105).

TRACKS

The track order is the same across each Chaos GP, but the layout will change as you select increasingly difficult circuits.

1 GREEN HILL



You can almost feel the sunshine in the most iconic of *Sonic* settings.

2 MARBLE



Mountains loom against a purple sky as you race around ruins.

3 SPRING YARD



Ignore the billboards and keep your eyes on the road as you skirt the edges of the theme park.

4 LABYRINTH



Thankfully, you're racing above the sunken part of the ruins this time.

5 STAR LIGHT



What could go wrong while racing through a construction zone at night?

6 SCRAP BRAIN



Dr. Eggman's industrial nightmare of a city isn't very scenic, so wrap your race up fast!

ITEMS

No mascot racer would be complete without an arsenal of tools littered on the track! Run over one for an instant bonus.

	Rings	Two will buy a use of your special, but you'll lose them if you take a hit or spin out
	Red Monitor	Gives you a momentary speed boost
	Blue Monitor	Fear nothing with your newfound invincibility!
	Springs	Get launched into the air and boost your speed!



CHARACTERS



SONIC

Our hero drives the Cyclone, which has great speed and acceleration but handles poorly. Cash in your Rings for a Speed Dash and get a brief burst of speed.



TAILS

The budding gearhead drives the MTP-01 Whirlwind, which trades superior handling for overall speed. His special is Jump Over, which launches Tails into the air and gives him a speed boost.



DR. EGGMAN

The mad doctor pilots the Egg Typhoon. It takes a bit to reach top speed, but then it's comparable to Sonic's Cyclone. Dr. Eggman's special, Drop Mine, leaves a hazard that will ruin anyone's day.

AMY

In her first appearance since *Sonic CD*, Amy drives the quick-to-start (but overall slower) Breeze. She uses Toss Heart to slow her opponents down.



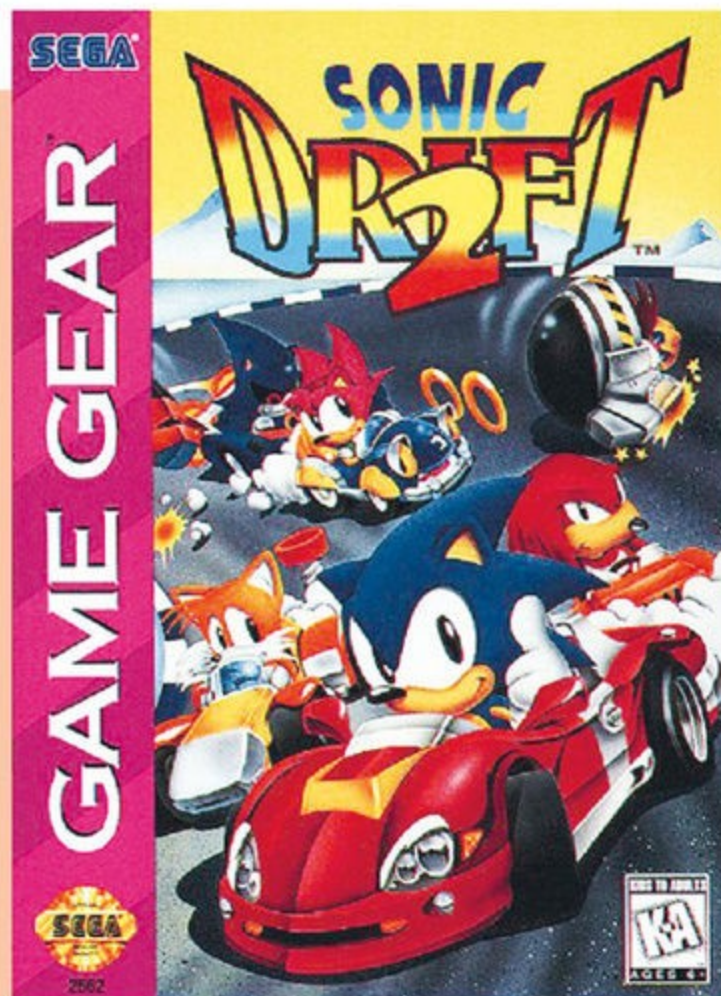
SONIC DRIFT 2

RELEASE DATES

US November 1995

PAL April 1995

JP March 17, 1995



US cover art



JP cover art



OVERVIEW

In true sequel fashion, *Sonic Drift 2* (or *Sonic Drift Racing* in the UK) is the bigger, better version of its predecessor. New racers, new tracks, and new items offer a fuller experience. This time around, most items you collect must be manually activated.

COURSES

1 PURPLE CHAOS GP



The first and easiest Grand Prix.

- + **Emerald Hill 1:** Cruise through this simple starter track
- + **Hill Top 1:** Wind through the forested mountains
- + **Dark Valley 1:** Steep falls line the narrow track
- + **Casino Night:** A simple loop through the glittering resort
- + **Desert Road 1:** Blue cacti dot this arid track
- + **Iron Ruin:** Instead of three laps, race straight to the finish line

2 WHITE CHAOS GP



The second Grand Prix, where the challenge mounts.

- + **Desert Road 2:** A new route with a tunnel and sharper turns
- + **Rainy Savannah:** Power your way through driving rain and blinding lightning
- + **Ice Cap:** Use snowbanks to bank turn
- + **Hill Top 2:** Uneven terrain makes for a bumpy ride
- + **Mystic Cave:** Watch for natural rock formations in the road
- + **Emerald Hill 2:** A straightforward three-lap finale

3 BLUE CHAOS GP



The final Grand Prix, where the true master racers are revealed.

- + **Dark Valley 2:** Beware the one hairpin turn
- + **Quake Cave:** Race straight to the finish while enduring tremors
- + **Balloon Panic:** Don't hit the balloons; they aren't your friends
- + **Emerald Ocean:** Keep up your speed so you don't sink!
- + **Milky Way:** Dodge the meteor storms in a straight race to the Death Egg
- + **Death Egg:** Manage the hairpin turns of this façade track



4 FINAL ROAD

If you've collected six Chaos Emeralds by placing first in all the tracks of the Blue Chaos GP, you'll enter into a final one-on-one race for the seventh gem. It's another three laps around the Death Egg, so steel yourself. If you're playing as one of the heroes, you'll race Dr. Eggman. If you're playing as a villain, you'll race Sonic instead.

ITEMS

	Rings	Use two to activate a special
	Spring	Launch into the air for a boost
	Star	Blind the opponents
	Reverse Ball	Controls are reversed
	Red Monitor	Speed boost
	Blue Monitor	Brief invincibility
	Yellow Monitor	Launches like springs
	Black Monitor	Throw a mine onto the track

CHARACTERS



SONIC

He returns with his Cyclone. Same high speed and acceleration, same poor handling. His special remains Speed Dash.



TAILS

He's upgraded his ride to the MTP-02 Whirlwind S7 for all-around decent performance. His special remains Jump Over.



AMY

She's back in the Breeze, which starts fast and handles well but has low top speed. Her special remains Toss Heart.



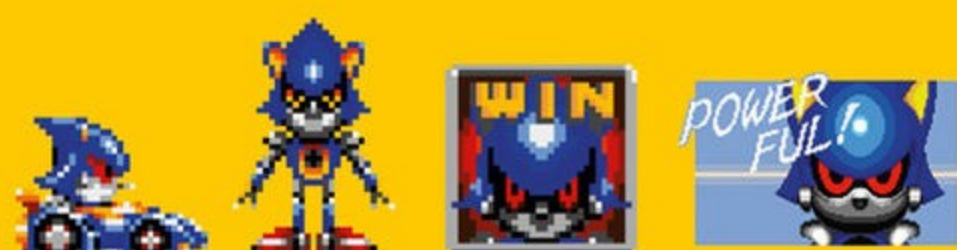
DR. EGGMAN

He's returned in the Egg Typhoon, which takes forever to start but handles like the perfectionist he is. He still uses Drop Mine.



KNUCKLES

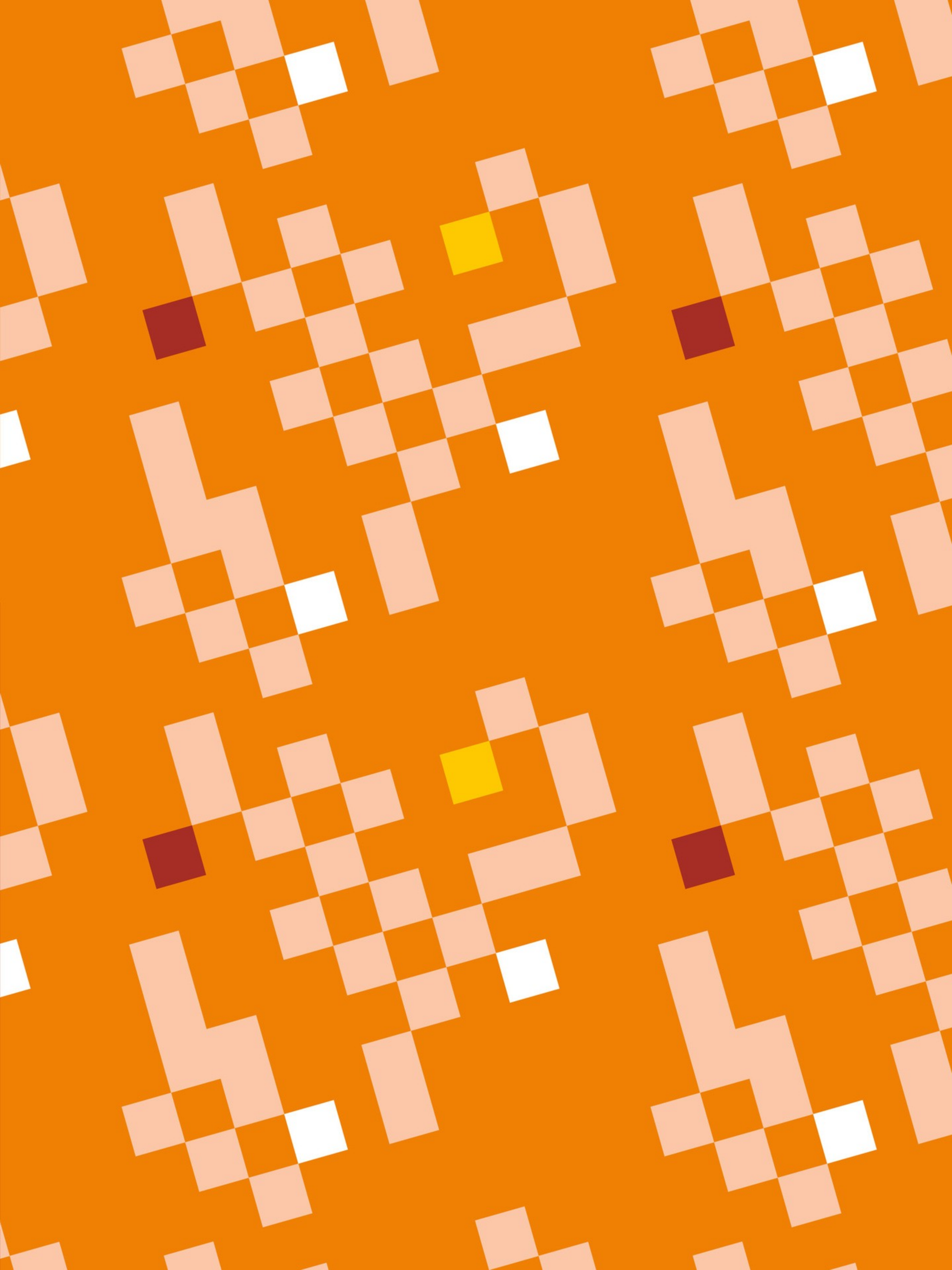
Having debuted the year before in *Sonic The Hedgehog 3*, he roars onto the track in the all-around solid Tempest. He mixes things up for his special: if he's in striking distance, he'll punch his opponent. If not, he'll use Jump Over like Tails.



METAL SONIC

He drives the appropriately named Blue Devil, whose power is hard to control. His special costs an extra Ring, but the resulting Super Speed Dash puts Sonic to shame.





1994

Sonic The Hedgehog 3

RELEASE DATES

US February 2, 1994

PAL February 24, 1994

JP May 27, 1994



US Genesis cover art



PAL Mega Drive cover art



JP Mega Drive cover art

OVERVIEW

Sonic The Hedgehog 3 expands upon the series with new moves, new items, new gameplay styles, and one of the longest adventures when connected to its quasi sequel, *Sonic & Knuckles*. You can choose to play either as the iconic duo or as Sonic or Tails alone.

Sonic has added the Insta-Shield to his repertoire. Pressing Jump while in midair creates a brief energy shield that can deflect damage or extend the range of the Spin Jump. This is replaced by a different action if he's donned one of the Elemental Shields:

- + **Water Shield:** Bounce attack
- + **Flame Shield:** Forward burst attack
- + **Thunder Shield:** Double Jump with spark projectiles

Tails is playable once more, but this time you have full control of his flight. His endurance is limited, so plan your jumps carefully. In two-player co-op mode, he can also airlift Sonic to hard-to-reach areas. Tails can also swim, but he can't haul Sonic's weight underwater. He doesn't get the fancy new techniques with the Elemental Shields like Sonic, but he does enjoy the same passive benefits.

The game is the first to have a save file feature. Your Chaos Emeralds, lives, and Continues are recorded so you can pick up from act 1 of whichever zone you last played. Upon completing the game, you can select any

zone you want—handy when hunting down those pesky remaining Chaos Emeralds!

STORY

After Super Sonic defeated Dr. Eggman in *Sonic The Hedgehog 2*, the Death Egg fell from orbit and crashed into the mountains of Angel Island. Until that point, the long-lost paradise of Angel Island had flown through the air thanks to the power of the Master Emerald, but it was forced into the ocean by the Death Egg's impact. Knuckles—the last echidna and guardian of the island—mistook the battle station for the egg of a legendary dragon. When he found and confronted Dr. Eggman, the wily scientist played innocent, warning him of a dangerous, emerald-stealing blue hedgehog.

Days later, Sonic finds a ring inscribed with ancient writing. He recalls the legends of an ancient civilization that once lived in paradise but meddled in powers beyond their ken. Their civilization was wiped out overnight, and the gods took their land into the sky.

With the clue in hand, Sonic and Tails take off to investigate strange new energy readings. Their flight leads them to Angel Island, the fallen Death Egg, and a fateful encounter with Knuckles . . .

ZONES

1 ANGEL ISLAND



The coast quickly gives way to dense jungle, waterfall cliffs, and small lakes. A carpet-bombing by the Flying Battery sets the second act ablaze. **Bosses:** **Act 1—Fire Breath.** One of an army of autonomous pods armed with a flamethrower and incendiary missiles. **Act 2—Egg Scorcher Mk III.** Dr. Eggman uses the waterfall for cover while launching fireballs at you.

3 MARBLE GARDEN



Use the flying top platforms and pulley systems to climb the steep terrain. Dr. Eggman's assault creates an earthquake that causes act 2 to collapse around you! **Bosses:** **Act 1—Tunnelbot.** It burrows from above and below, raining down rocky debris. **Act 2—Egg Drillster Mk II.** After caving in the ruins, he dive-bombs Sonic and Tails in an aerial duel.

5 ICE CAP



Plow through snowbanks and crash through icy blocks to delve deeper into the mountain. Time your jumps right, or you'll get stuck in an endless falling loop. **Bosses:** **Act 1—Big Icedus.** It summons blocks of ice to shield itself and use as projectiles. **Act 2—Egg Froster.** Dr. Eggman shoots freezing jets to lock you in blocks of ice. Watch the pattern and strike when it's clear.

2 HYDROCITY



"Hydrocity" or "Hydro City"? The debate rages through the ages. Navigate the flooded catacombs to find hidden secrets and build enough speed to race across the water's surface! **Bosses:** **Act 1—Big Shaker.** It stirs up the water, trying to drown you before swooping to strike. **Act 2—Egg Vortex.** Dr. Eggman drops depth charges and sucks up the water with his mounted propeller.

4 CARNIVAL NIGHT



Dr. Eggman wasted no time in erecting his own circus of doom. Press Up and Down to move the dreaded Barrel of Doom out of your way. **Bosses:** **Act 1—Bowling Spin.** Lure the spinning disk into the exposed electrified core before the floor gives out. **Act 2—Egg Gravitron.** Dr. Eggman draws you in with electromagnetic beams. Strike when he goes to retrieve his focusing orb.

6 LAUNCH BASE



Dr. Eggman is trying to get the Death Egg operational again. Race through his heavily fortified construction yard and interrupt the launch! **Bosses:** **Act 1—Twin Hammer.** A flying disk armed with dual spiked flails. **Act 2—Egg Cannon.** Dr. Eggman has the high ground, launching cannonballs while daring you to get closer. **Egg Rocket.** This tiered rocket guards the underbelly of the Death Egg. It has rotating laser blasters and an orbiting spiked mine around the cockpit. **Big Arms.** Dr. Eggman attacks in a spike-capped, heavily "armed" vehicle that can slam-dunk Sonic on the floor.

Defeating Big Arm knocks your landing platform free. From there you watch the Death Egg fall and explode. If you're hooked up to Sonic & Knuckles, the Death Egg falls back into the mountains, and you drop down into Mushroom Hill Zone.



BLUE SPHERE

Hidden throughout each act are Giant Rings that transport you to the Special Stage. Here you'll run along a checkered globe picking up Blue Spheres, bouncing off Yellow Spheres, and attempting to avoid Red Spheres. Trace the edge of a square of Blue Spheres to clear them all and turn them into Rings.

Grab all the Rings to earn a Continue, and complete the challenge to earn a Chaos Emerald. Grab all seven, gather up fifty Rings, and Double Jump to become Super Sonic. Tails, however, cannot transform . . . yet.



BONUS STAGE

Checkpoints are also littered about. Spin them to mark where you'll start again if you lose a life. If you do so while holding at least fifty Rings, a sparkling portal will appear, which you can then jump through to access the bonus stage.

In this bonus stage (exclusive to *Sonic The Hedgehog 3*), you'll be launched toward a giant prize machine. Turn its crank to receive Rings or shields—or bounce off a blank prize ball. You have a finite number of bumpers along the wall to bounce yourself up for more prizes, so aim carefully.



COMPETITIVE MODE

This game boasts four miniature racetracks exclusively for competitive two-player matches. Players can choose Sonic, Tails, or Knuckles. All three play identically, with the exception of Tails's ability to fly. Knuckles's signature moves are not present. Players must complete five laps to win.

Modes:

- + **Grand Prix:** Race through all five zones in succession
- + **Match Race:** Pick your favorite zone and play to your heart's content
- + **Time Attack:** Solo practice mode

COMPETITIVE ZONES

1 AZURE LAKE



Use the spring trap to set back your rival.

2 BALLOON PARK



Get to the balloon first to leave your opponent waiting.

3 CHROME GADGET



Use the mechanisms to propel yourself ahead.

4 DESERT PALACE



Cross the sand bridge first to leave a gap.






5 ENDLESS MINE



Smash through the rocks before you get passed.

SHIELDS

Gone is the basic green one-hit shield. Say hello to the newest in protective wear!

	Water Shield	Deflects projectiles and prevents you from drowning
	Flame Shield	Ignores fire damage but disappears in water
	Lightning Shield	Attracts Rings and clings to magnetized surfaces; not waterproof
	Invincibility	Consequence-free for a limited time
	Eggman Monitor	The antithesis of a shield; breaking it hurts you!

ANIMALS

ANIMAL APPEARANCES IN ZONES

	Clucky	Angel Island, Marble Garden, Launch Base
	Flicky	Angel Island, Marble Garden, Carnival Night, Launch Base
	Pecky	Ice Cap
	Pocky	Hydrocity, Carnival Night
	Rocky	Hydrocity, Ice Cap

BOSSES



Egg Cannon



Egg Rocket



Big Arms



Big Icedus



Big Shaker



Egg Drillster Mk II



Bowling Spin



Fire Breath



Egg Scorchers Mk III



Egg Froster



Egg Gravitron



Egg Vortex



Tunnelbot



Twin Hammer

BOSS APPEARANCES IN ZONES

Egg Cannon	Launch Base
Egg Rocket	Launch Base
Big Arms	Launch Base
Big Icedus	Ice Cap
Big Shaker	Hydrocity
Bowling Spin	Carnival Night
Egg Drillster Mk II	Marble Garden
Fire Breath	Angel Island
Egg Scorchers Mk III	Angel Island
Egg Froster	Ice Cap
Egg Gravitron	Carnival Night
Egg Vortex	Hydrocity
Tunnelbot	Marble Garden
Twin Hammer	Launch Base



ENEMIES

BATBOT



It waits in the dark, then lights up when it takes flight

BLASTOID



A simple, stationary shooter

BLOOMINATOR



An oversized mine launcher

BUBBLES



It seems harmless until it sprouts spikes

BUGERNAUT



The smaller "baby" flees when the leader is smashed

CATAKILLER, JR.



It undulates through the air and attacks with electrical waves

CLAMER



It hides in its shell, opening to take potshots

CORKEY



Mounted laser that sometimes moves along a track

FLYBOT 767



Dive-bombing patrol bird

JAWZ



It zooms across the sky and is so happy to see you

MANTIS



Grasshopper that jumps into your way at the worst possible time

MEGA CHOPPER



Tiny piranha that chews your Rings away one at a time

MONKEY DUDE



A coconut-flinging tree-hugger

ORBINAUT



A classic, and a royal pain

PENGUINATOR



It toddles along, then launches into a belly slide

POINTDEXTER



It drifts along, surprising you with sprouting spikes

RELIEF



An arrow-spitting face. Were these built by Dr. Eggman or the Ancients?

RHINOBOT



It charges on its single wheel

RIBOT



Stationary enemy with weighted cudgels

SNAIL BLASTER



It hides against walls, occasionally peeking out to shoot

SPARKLE



It teleports from floor to ceiling, leaving a shower of sparks

SPIKER



Its springy "spikes" are bouncy but harmless; its shots, not so much

STAR POINTER



An icy Orbinaut; don a Thunder Shield, which inexplicably dissolves its attacks, and laugh

TURBO SPIKER



It launches its spiked payload before retreating



ENEMY APPEARANCES IN ZONES

Batbot	Carnival Night
Blastoid	Hydrocity
Bloominator	Angel Island
Bubbles	Marble Garden
Bugernaut	Hydrocity
Catakiller, Jr.	Angel Island
Clamer	Carnival Night
Corkey	Launch Base
Flybot 767	Launch Base
Jawz	Hydrocity
Mantis	Marble Garden
Mega Chopper	Hydrocity
Monkey Dude	Angel Island
Orbinaut	Launch Base
Penguinator	Ice Cap
Pointdexter	Hydrocity
Relief	Marble Garden
Rhinobot	Angel Island
Ribot	Launch Base
Snail Blaster	Launch Base
Sparkle	Carnival Night
Spiker	Marble Garden
Star Pointer	Ice Cap
Turbo Spiker	Hydrocity



1994

Sonic & Knuckles

RELEASE DATES

US October 18, 1994

PAL October 18, 1994

JP October 28, 1994



US Genesis cover art



JP Mega Drive cover art

OVERVIEW

The “sequel” to *Sonic The Hedgehog 3* is actually content that was cut for time and space. Single players take on the role of Sonic or Knuckles, each of whom takes a different path through the same zones. The game lacks the save feature and Competitive Mode of its predecessor. However, this could be rectified using another of the game’s unique features.

The cartridge has a flip-up top that allows you to plug any other Sega Genesis / Mega Drive cartridge into it. Combining *Sonic The Hedgehog 3* with *Sonic & Knuckles* gives you the complete experience. You can now play and create a save file as Knuckles, play through all fourteen zones, and seek out the Super Emeralds. These massive gems transform Sonic and Knuckles into Hyper Sonic and Hyper Knuckles—and Tails into Super Tails.

Hyper Sonic is even faster than Super Sonic, is immune to drowning, and has a screen-clearing flash attack that rockets him in any direction. Hyper Knuckles

is much the same, causing an enemy-shattering tremor when he glides into walls. Super Tails is accompanied by four golden Flickies who auto-attack enemies.

Plugging *Sonic The Hedgehog 2* into the cartridge allows you to play through the game as Knuckles. His unique climbing ability lets him find hidden goodies, but the gameplay is otherwise the same.

Any other Sega-certified game cartridge will give you a screen where Sonic, Tails, Knuckles, and Dr. Eggman proclaim, “NO WAY!” You can also play numerous Blue Sphere Special Stages, some of which are accessible via a sixteen-digit code.

STORY

Sonic’s story begins with the interrupted launch of the Death Egg, when he lands in Mushroom Hill Zone. He witnesses Knuckles securing a Giant Ring’s hiding place. Sonic investigates and is whisked to a strange palace, where he sees the first hints of the Master Emerald and the Super Emeralds. With more questions than ever, Sonic seeks answers and a way to nullify the Death Egg once and for all.

Knuckles’s story takes place after Sonic’s adventure. His peaceful return to the status quo is interrupted by an Eggrobo bombing raid. Knuckles gives chase, leading to a final confrontation with Mecha Sonic for the fate of the Master Emerald and the teetering Angel Island.

ZONES

1 MUSHROOM HILL ZONE



The steep hills are dominated by massive mushrooms and towering redwoods. Dr. Eggman’s mysterious satellite dish seems to drain the life from the surrounding land. In Knuckles’s scenario, Eggrobo has returned to finish its master’s work.

Bosses: Act 1—Hey Ho. It’s a lumberjack, and that’s okay. It chops down trees, lobbing the logs at you. **Act 2—Jet Mobile.** With the satellite dish destroyed, Dr. Eggman (or Eggrobo) retreats through a gauntlet of spiked hazards.

ZONES

2 FLYING BATTERY ZONE



Race both within and without Dr. Eggman's newest flying fortress. Watch out! Some capsules hold Rings, and others hold ambushing badniks. **Bosses: Act 1 – Gapsule.** Lure the lurker to bash itself with its own maces. **Act 2 – Barrier Eggman.** Dr. Eggman employs the same ceiling laser that he had on the Wing Fortress. Dodge the laser and let Dr. Eggman blast his own ship to pieces. **Hang Mobile.** Dr. Eggman tries to back you into a corner before swinging around. Watch out for the flamethrower over his head!

3 SANDOPOLIS ZONE



Spin Jump your way up sand falls and race along the dunes to find a hidden pyramid. Within are ghosts who are only kept at bay by the ancient lighting system. In Knuckles's scenario, the ghosts are already free and very angry. **Bosses: Act 1 – Guardian.** An ancient protector that cannot be destroyed. Beat it back to the sand pit or lure it into leaping to its doom. **Act 2 – Egg Golem.** Dr. Eggman pirates ancient technology and tries to drive you into a corner. Knock away the armor and strike quickly.

4 LAVA REEF ZONE



The blistering active volcano eventually gives way to glittering crystals and massive geothermal mechanisms. The crashed Death Egg stares from the volcanic crater. **Bosses: Act 1 – Heat Arms.** A pair of laser-spewing tendrils precede a massive mechanical hand. **Act 2 – Hot Mobile.** Dr. Eggman's pod controls the magma flow and destroys your footholds while launching mines. Find the Flame Shield at the start of the magma falls to mock his efforts.

5 HIDDEN PALACE ZONE



An underground palace with prophetic mosaics and the altars of the Master Emerald and Super Emeralds. In Sonic's and Tails's scenarios, they finally confront Knuckles as Dr. Eggman makes his big play. In Knuckles's scenario, he races straight through to his final battle. **Boss: Knuckles.** After he's gotten in your way numerous times, it's time to settle the score. Knuckles will shrug off your Spin Dashes, so Spin Jump his face.

6 SKY SANCTUARY ZONE



Bounce off the clouds and run up crumbling ruins in pursuit of the Death Egg. Dr. Eggman's elite are dispatched to protect its return to orbit. In Knuckles's scenario, he finally tracks down Eggrobo and the *real* mastermind behind the villainy. **Boss: Mecha Sonic Mk. II.** The new and improved model of the behemoth that Sonic destroyed in *Sonic The Hedgehog 2*. It attacks in three waves:

- + In the *Sonic The Hedgehog* Egg Wrecker
- + In the *Sonic The Hedgehog 2* Egg Bouncer
- + Personally, with high-speed dashes and bouncing Spin Attacks

Once defeated, his battered form falls away with the crumbling ruins, only to return in Knuckles's scenario. Knuckles's battle goes very differently. After a one-on-one brawl, Mecha Sonic retreats to the stolen Master Emerald and tries to absorb its power. From there, Knuckles must endure Super Mecha Sonic's assault until its power wanes, then strike during the brief moment of weakness.



7 DEATH EGG ZONE



Into the belly of the beast! Get propelled by winding light-wave tunnels and run along the ceiling in reverse-gravity zones.

Bosses: **Act 1—Red Eye.** It first protects with spike-loaded orbs. Once free of its housing, it swings spiked platforms and fires a massive laser. **Act 2—Death Ball.** Its orbiting shields can't be damaged. Use the shifting gravity to use its own deployed mine tanks against it. **Giant Eggman Robo.** The towering mecha attempts to crush you under its fingers. Smash them apart, and Dr. Eggman begins chasing you, using the Master Emerald to power a devastating laser while its "nose" acts as a flamethrower. After its destruction, Dr. Eggman tries to flee. Chase him down as the last of the Death Egg falls to pieces beneath your feet!

9 BONUS STAGES



As in *Sonic The Hedgehog 3*, hitting the checkpoints with a certain number of Rings will open a sparkling portal to the bonus stages. This time there are two, and your Rings will determine which stage you get.

- + **Slot Machine:** Accessed with twenty to thirty-four Rings. Bounce your way into the center to try your luck. You could maximize your Rings, or you could lose them all!
- + **Glowing Spheres:** Accessed with thirty-five or more Rings. Flung yourself upward on the giant electromagnetic spheres to grab prizes like shields or Rings. Act fast, or the rising energy beam will cut your trip short.

8 DOOMSDAY ZONE



Exclusive to Super Sonic or Hyper Sonic. Blast through an asteroid field in pursuit of Dr. Eggman and the Master Emerald to end his villainy and save Angel Island. **Boss:** **Final Weapon.** First you must chase down the outer ship housing while dodging a barrage of missiles. Guide these back to strike the cockpit while avoiding a hail of laser fire.

ANIMALS

ANIMAL APPEARANCES IN ZONES

	Clucky	Mushroom Hill Zone, Sandopolis Zone, Lava Reef Zone, Sky Sanctuary Zone, Death Egg Zone
	Flicky	Flying Battery Zone, Lava Reef Zone
	Pocky	Sandopolis Zone, Sky Sanctuary Zone
	Ricky	Mushroom Hill Zone, Flying Battery Zone, Death Egg Zone



ENEMIES

BLASTER



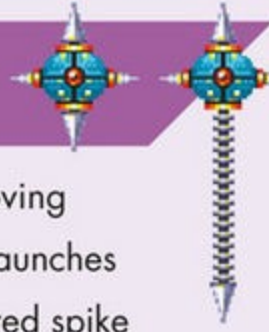
A rolling minitank that's weak against magnets

BUTTERDROID



Slowly drifting enemy that usually waits to strike until you're tangled in vines

CHAINSPIKE



A rapidly moving enemy that launches a chain-tethered spike

CLUCKOID



A rooster who blocks the way by blowing you away

DRAGONFLY



It blocks your path with its long spiked body

EGGROBO



Dr. Eggman's elite flying guard, armed with laser guns!

FAKE ROCK



It hides among other rocks, waking up to self-destruct!

FIREWORM



It ambushes from the walls and is wreathed in flame

HYUDORO



Accidentally released by Sonic and Tails, it grows bolder and more powerful as the surroundings grow darker

MADMOLE



Underground ambusher who lobs heavy mushrooms

MUSHMEANIE



A bouncing foe protected by a mushroom cap

ROCK'N



A camouflaged enemy that enjoys casual strolls

SANDWORM



That's a Caterkiller and you know it!

SKORP



Tank with a deadly and precise flail tail

SPIKEBONKER



Slow-moving sentry that flings a spiked mine

TECHOSQUEEK



Mostly harmless robot that clings to the walls and ceiling

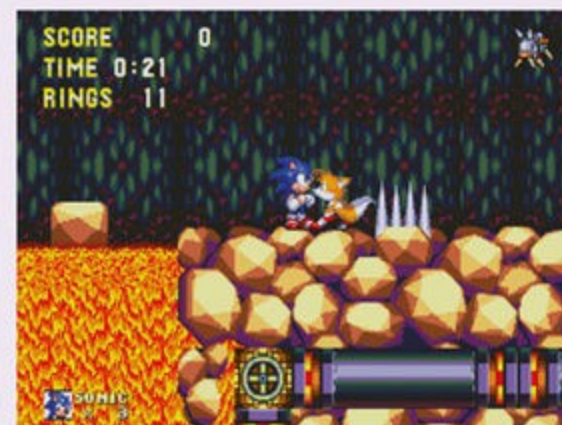
TOXOMISTER



Its noxious clouds impede movement as it saps your Rings one at a time

ENEMY APPEARANCES IN ZONES

Blaster	Flying Battery Zone
Butterdroid	Mushroom Hill Zone
Chainspike	Death Egg Zone
Cluckoid	Mushroom Hill Zone
Dragonfly	Mushroom Hill Zone
Eggrobo	Sky Sanctuary Zone
Fake Rock	Lava Reef Zone
Fireworm	Lava Reef Zone
Hyudoro	Sandopolis Zone
Madmole	Mushroom Hill Zone
Mushmeanie	Mushroom Hill Zone
Rock'n	Sandopolis Zone
Sandworm	Sandopolis Zone
Skorp	Sandopolis Zone
Spikebonker	Death Egg Zone
Technosqueek	Flying Battery Zone
Toxomister	Lava Reef Zone



BOSSSES



Hey Ho



Egg Scrambler



Gapsule



Barrier Eggman



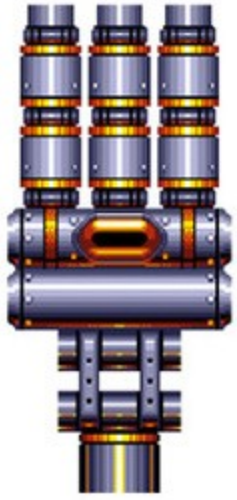
Egg Hanger



Guardian



Egg Golem



Heat Arms



Egg Inferno



Mecha Sonic Mk. II



Red Eye



Death Ball



Giant Eggman Robo



Final Weapon

BOSS APPEARANCES IN ZONES

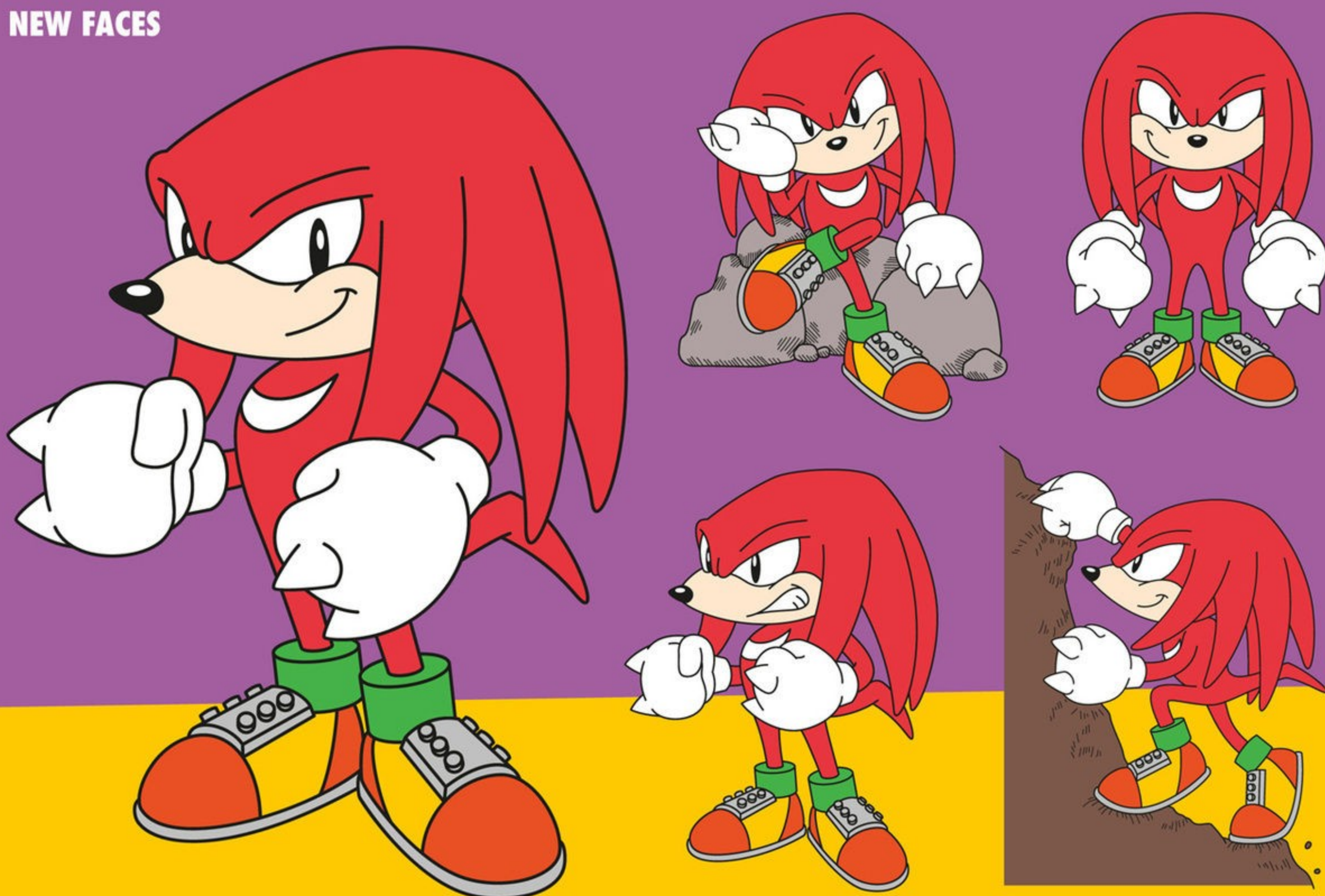
Hey Ho	Mushroom Hill Zone
Egg Scrambler	Mushroom Hill Zone
Gapsule	Flying Battery Zone
Barrier Eggman	Flying Battery Zone
Egg Hanger	Flying Battery Zone
Guardian	Sandopolis Zone
Egg Golem	Sandopolis Zone

BOSS APPEARANCES IN ZONES (CONT.)

Heat Arms	Lava Reef Zone
Egg Inferno	Lava Reef Zone
Mecha Sonic Mk. II	Sky Sanctuary Zone
Red Eye	Death Egg Zone
Death Ball	Death Egg Zone
Giant Eggman Robo	Death Egg Zone
Final Weapon	Doomsday Zone



NEW FACES



KNUCKLES THE ECHIDNA

The lone occupant of Angel Island is swift, powerful—and the last of his kind. Knuckles debuted in *Sonic The Hedgehog 3* and used his knowledge of the island to spring traps on Sonic and Tails. A lifetime alone left the gullible guardian vulnerable to deception, and Dr. Eggman didn't hesitate to turn Knuckles against the doctor's own enemies.

Knuckles shares Sonic's speed, Spin Jump, and Spin Dash. He also has a glide that lets him descend slowly or bypass whole sections of an act. His spiked knuckles bash open badniks, smash down barriers that Sonic can't scratch, and allow him to climb almost any sheer surface.

When playing through the combined *Sonic The Hedgehog 3 & Knuckles*, Knuckles encounters many new routes and bosses. Sometimes the changes are small, and other times entire acts are different. While his campaign is arguably more challenging, it's notably shorter: his Hidden Palace Zone is a simple corridor, and Sky Sanctuary is just his final boss encounter.



1994

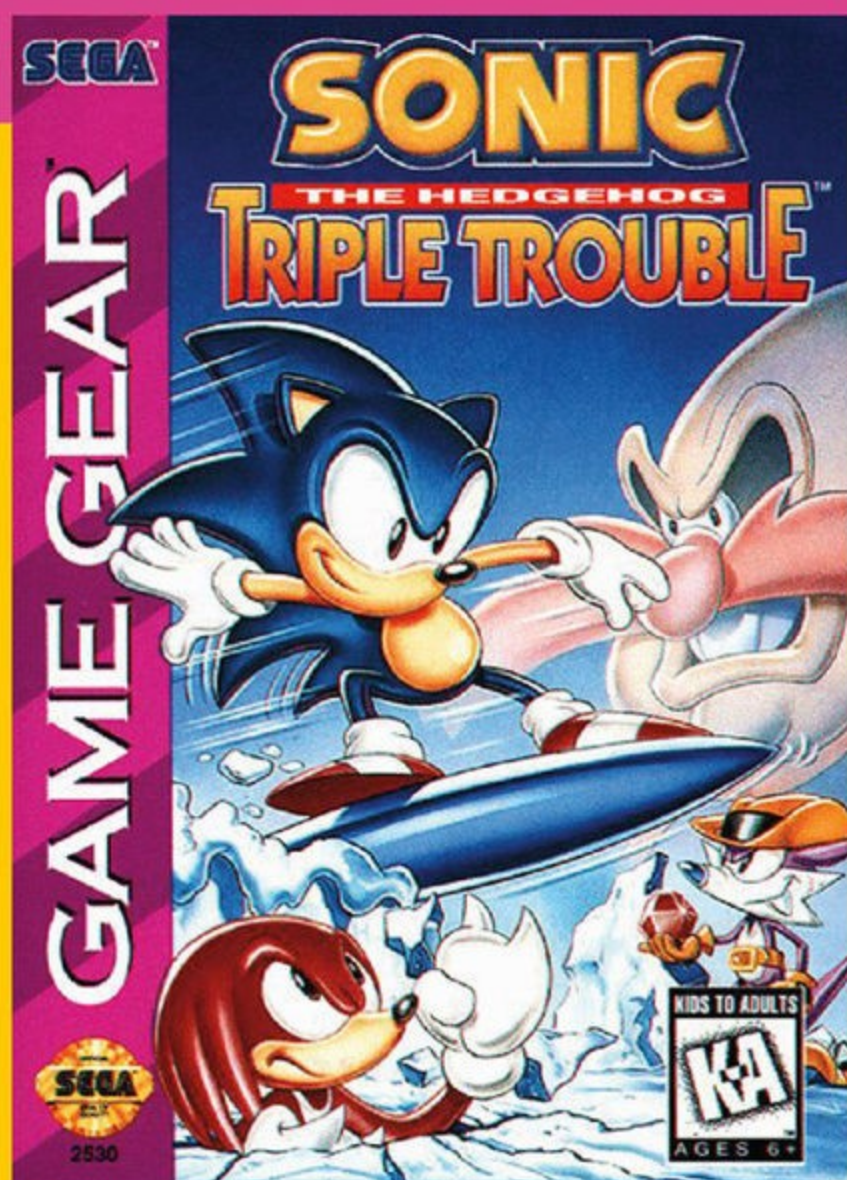
Sonic The Hedgehog Triple Trouble

RELEASE DATES

US November 1994

PAL November 1994

JP November 11, 1994



US cover art



JP cover art



OVERVIEW

The sequel to *Sonic Chaos* refines what came before. Sonic retains his Strike Dash, Tails's flight now operates similarly to other titles, and both can perform a Flying Spin Attack when coming out of a bounce from a spring.

The Pogo Spring has been relegated to a regular monitor item this time around. Sonic still has exclusive claim to the Rocket Shoes, but Tails gets his own variation with the Hyper Heli-Tails. Sonic can find Propeller Shoes that allow him to zoom freely through the water, while Tails debuts his signature submarine: the Sea Fox. Sonic can also find a Jet Board just for him in one zone.

The damage system has been revised too. Instead of dropping all your precious, life-giving Rings, you lose thirty to fifty at a time, depending on the type of damage you receive.

STORY

Dr. Eggman has succeeded in secretly securing the six Chaos Emeralds and has used them to power his latest superweapon. The weapon's test misfired though, scattering the gems across the land. While Dr. Eggman recovered one, the other five were lost to the Special Stage of subspace.

Sonic and Tails catch wind of the doctor's nefarious doings and set out to find the emeralds and stop the madman. Along the way they run afoul of the treasure hunter Fang and Knuckles—who is once again tricked into thinking they are his enemies.

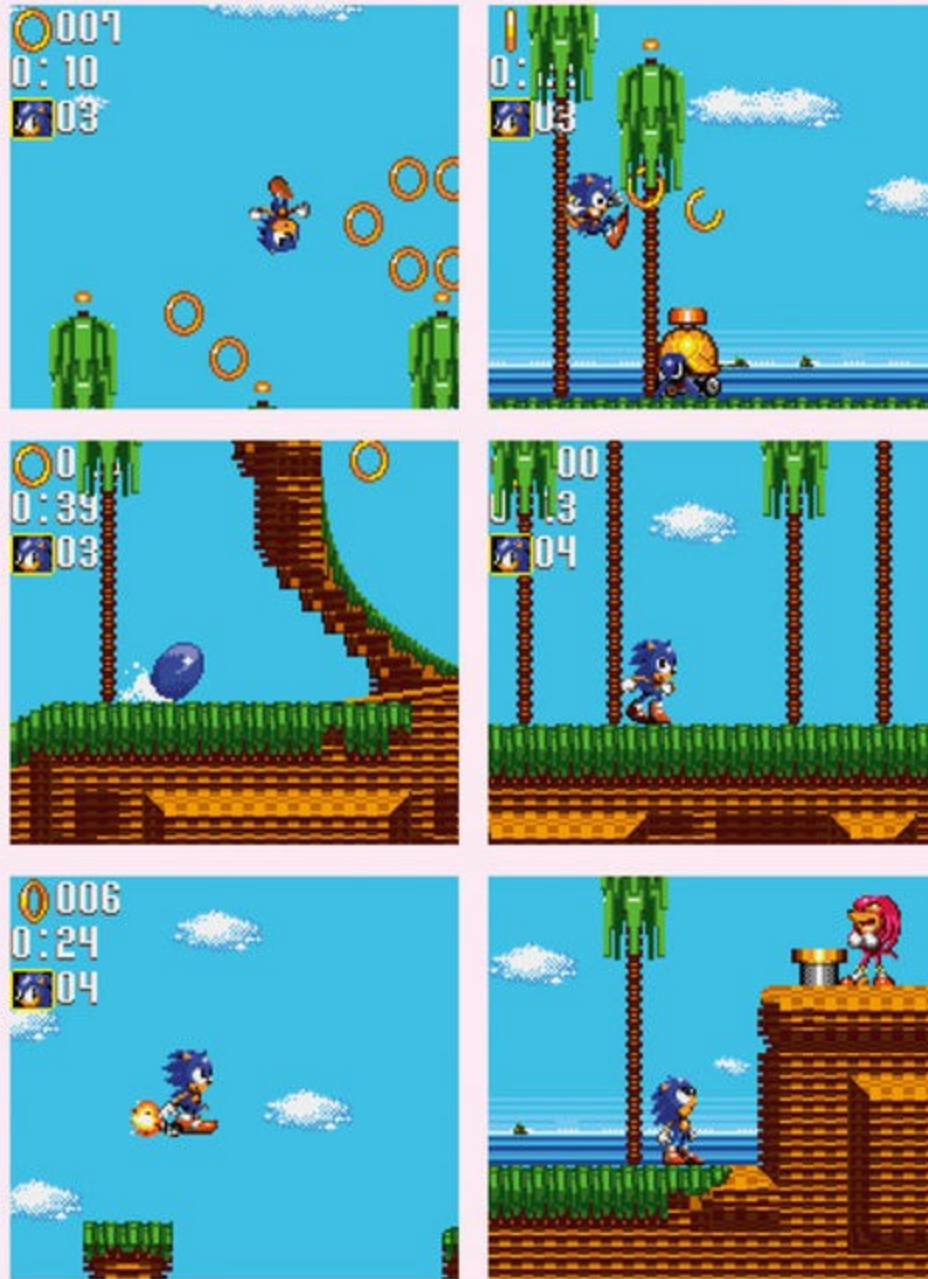
FACTOID

Lost in Translation: Remember back on page 36 when we said *Sonic & Tails 2* had a different title in English? Well, here it is!



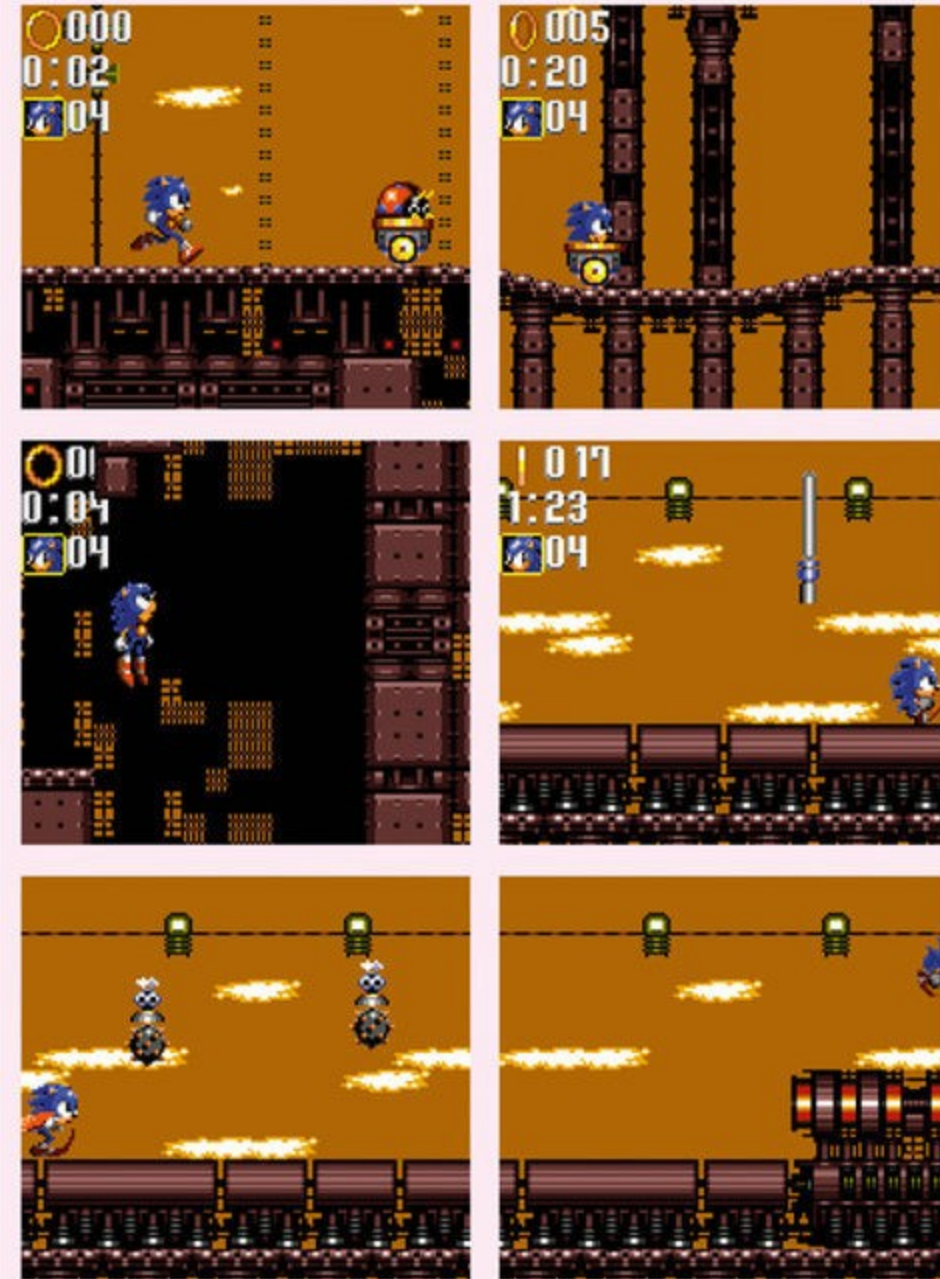
STAGES

1 GREAT TURQUOISE ZONE



Launch off springy palm trees and bust through walls to find underwater avenues. **Boss: Tart Turtle.** Use the waves (and later badniks) to gain enough height to bash this bashful bot.

2 SUNSET PARK ZONE



Ride the rails of this sprawling railway, but beware the powerful wind turbines and detonating bridges. **Boss: Marve Shupopolus-Gou.** Fight your way across the train to battle the engine itself.

3 META JUNGURA ZONE



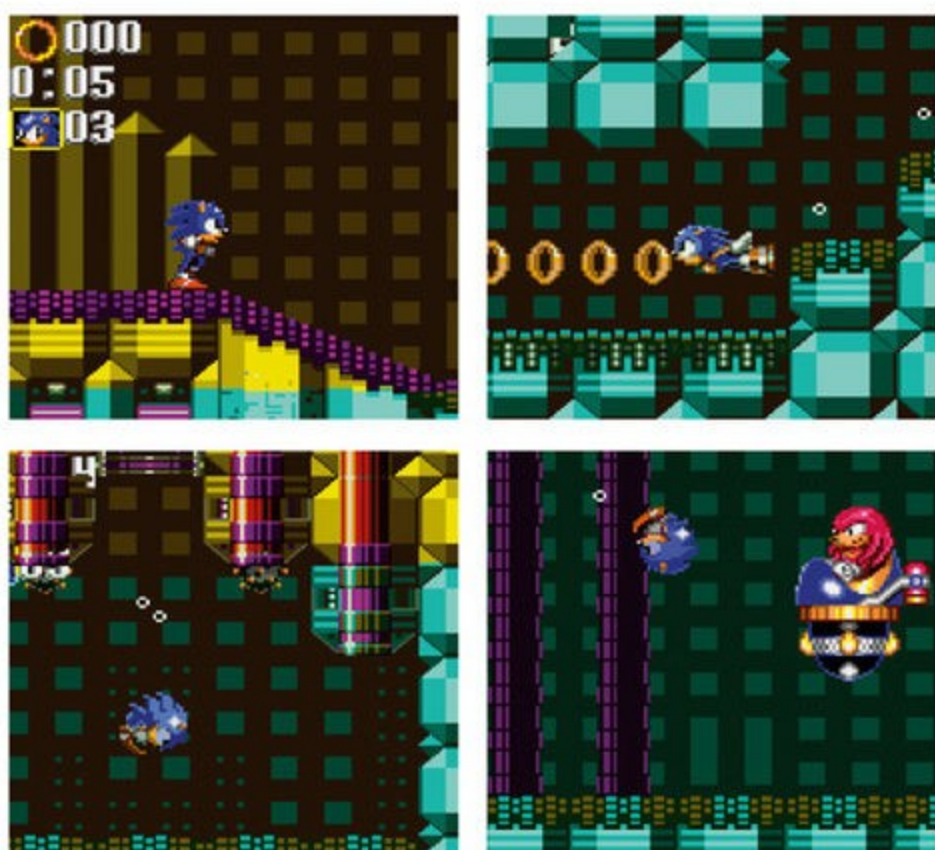
Swing through the trees and seek hidden goodies in the muck. Just don't sink too deep! **Boss: Wood Buttarundorf.** It swings from the branches, and upon defeat it rains its burning remains down on you!

4 ROBOTNIK WINTER ZONE



Dash through snowbanks to discover tunnel networks deep underground. **Boss: Giga Thomas "Pen."** A flying Penguin Bomber dispenser. Avoid its minions and knock out its jet engines.

5 TIDAL PLANT ZONE



Navigate the hydroelectric facility via shoes, sub, or giant bubble! **Boss: Knuckles.** After ambushing you throughout the game, he confronts you in a submarine. Keep grabbing air bubbles as Sonic, or have a sub duel with Tails and the Sea Fox!

6 ATOMIC DESTROYER ZONE



Take care when navigating the tube mazes. Many of the exits lead to badnik ambushes! **Bosses: Metal Sonic.** He ambushes your final approach to Dr. Eggman. Endure his barrage of attacks, then beat him into retreating. **Dr. Eggman.** The doctor pulls out all the stops in a multiphase battle. Brave the gauntlet to reclaim the final Chaos Emerald and rescue Knuckles.

7 SPECIAL STAGE



Collect fifty Rings, find the Special Monitor, and bust it open to unlock a shot at the Chaos Emerald. You'll need to either navigate a maze and battle Fang before time runs out or collect eighty Rings with the Tornado within a strict time limit.

BOSSES



Dr. Eggman



Giga Thomas "Pen"



Marve Shupopolus-gou



Knuckles



Metal Sonic



Tart Turtle



Wood Buttarundorf

BOSS APPEARANCES IN ZONES

Dr. Eggman	Atomic Destroyer Zone
Giga Thomas "Pen"	Robotnik Winter Zone
Knuckles	South Island
Marve Shupopolus-Gou	Sunset Park Zone
Metal Sonic	Atomic Destroyer Zone
Tart Turtle	Great Turquoise Zone
Wood Buttarundorf	Meta Jungura Zone

ENEMIES



Bombaberry



Bomblur



Eeliotte



Kameka



Ladybuggy



Mecha Hiyoko



Penguin Bomber



Rabibin



Ridal Tap



Spidal Tap



Springshell

ENEMY APPEARANCES IN ZONES

Bombaberry	Great Turquoise Zone, Sunset Park Zone
Bomblur	Atomic Destroyer Zone
Eeliotte	Tidal Plant Zone
Kameka	Sunset Park Zone
Ladybuggy	Sunset Park Zone
Mecha Hiyoko	Atomic Destroyer Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Penguin Bomber	Robotnik Winter Zone
Rabibin	Meta Jungura Zone
Ridal Tap	Meta Jungura Zone, Sunset Park Zone
Spidal Tap	Robotnik Winter Zone
Springshell	Great Turquoise Zone

NEW FACES

FANG THE SNIPER



This half jerboa, half wolf is a wily treasure and bounty hunter who often bungles his own traps and attempted ambushes. He rides the Marvelous Queen, a hover bike with modular upgrades and weapons that work *most* of the time. He has no idea what kind of power the Chaos Emeralds hold—he just wants to sell them off.

FACTOID

Lost in Translation: Fang was localized as “Nack the Weasel” for the English-speaking regions of the world in the two tie-in comic book series and in the US manual. Since then, however, he’s remained “Fang” in all other official material.



1994–1996

Learning with Sonic

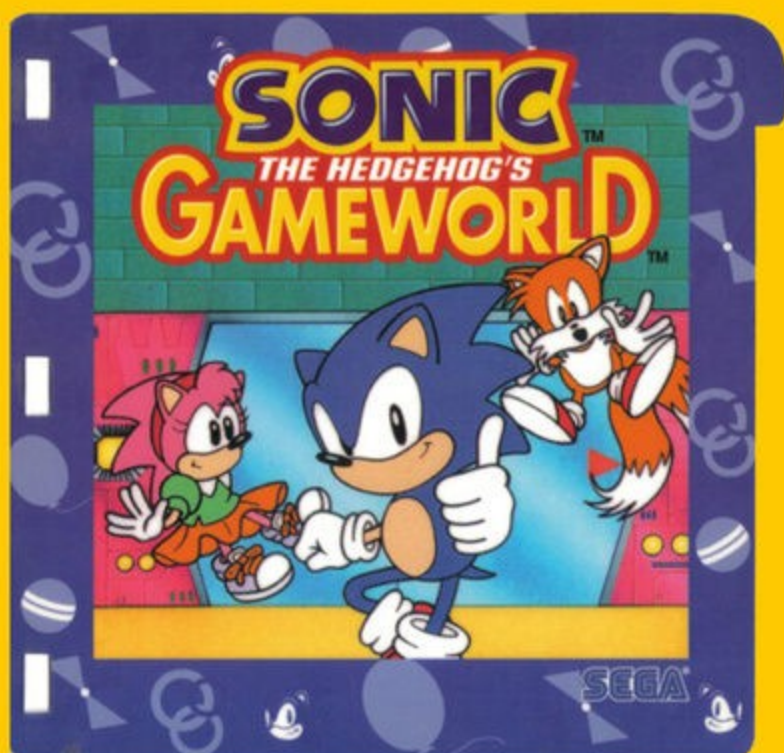
SONIC THE HEDGEHOG'S GAMEWORLD

RELEASE DATES

US November 1996

PAL n/a

JP August 1994



OVERVIEW

To understand *Sonic the Hedgehog's Gameworld*, one has to understand the Sega Pico. The revolutionary portable console was designed as an educational tool for very young children. Resembling a laptop, it had a sprawling touchpad instead of a keyboard. Children could use the included stylus on this pad, or the adjacent directional pad and input button.

Gameworld was the first piece of *Sonic* software for the system and had players complete a series of mini-games either alone or against a second player. Players could choose to tackle the perils as Sonic, Tails, or Amy. Some of their animal friends show up along the way, including Ricky, Picky, Rocky, and Pocky.

STORY

Dr. Eggman has built Gameworld, a carnival-like tower. Sonic, Tails, and Amy must tackle his fiendish games to find the Chaos Emeralds, leading to a two-tiered final showdown with the doctor himself.

STAGES

FLOOR 1

- + **Hoops:** Launch a basketball through the basket heads of four prancing robots
- + **Sonic Ball:** Score big in skee-ball to advance your character to the finish line
- + **Car Race:** Be the first to complete a lap on the circular track
- + **Tree Climb:** Get your Coconuts to scale its tree the most times in the time limit

FLOOR 2

- + **Robotnik Bop:** It's whack-a-mole with Dr. Eggman, and possibly the debut of Amy's Piko Piko Hammer.
- + **Toy Drop:** Grab one of each character plush from the claw game
- + **Flag:** React to the appropriate color as Dr. Eggman raises flags

FLOOR 3

- + **Egg Switch:** Find the Flicky among the swapping eggs
- + **Concentration:** Match the cards featuring the animal friends
- + **Vs. Dr. Robotnik:** A timing roulette game. Land on your character's icon to bop Dr. Eggman with a Ring. Land on his icon and get bopped yourself. Land on the Ring icon to restore a hit point.

FLOOR 4

- + **Diamond Maze:** It's a race against Dr. Eggman from the roof to the ground floor! Toss aside the gaming stations to find the Chaos Emeralds hidden within and make it to the staircase before your opponent while dodging hazards.

TAILS AND THE MUSIC MAKER

RELEASE DATES

US October 4, 1994

PAL December 5, 1995

JP December 5, 1995



OVERVIEW

Tails and the Music Maker attempts to teach the basics of musical notation and instrumentation. Players guide Tails through numerous activities while achieving small goals, such as liberating a bird from its shackles or finding Sonic in a cameo role. Each hub screen also had incidental things to do, like dropping coconuts on an unsuspecting tortoise.

STAGES

SCREEN 1

- + Hidden behind the waterfall is an obstacle course set in Green Hill Zone. Direct Tails to run, tiptoe, or jump around each of the hazards. Each of his actions cues a different piece of classical music. There are four courses, one for each season.
- + The frog activates a sort of musical chairs. Jump from lily pad to lily pad with the music, taking care not to be on the orange lily pad when the music ends.

SCREEN 2

- + Have Tails encircle the falling notes to highlight where they fall on the scale.
- + Send Tails sailing through a pinball machine where the bumpers make the same sound as their corresponding instrument. Gather musical notes for points, and complete the stage by ringing the bell at the top.

SCREEN 3

- + Interact with the environment to unlock a *Breakout*-style game. Break the blocks to play the corresponding notes.

SCREEN 4

- + Tails is presented with multiple instruments, which give a sample of how they play. They're then jumbled up, and Tails must correctly link the mismatched instruments with their corresponding sounds.
- + Tails jumps on the keys of a giant keyboard. Select the thumbnails to get directions on how to play a variety of nursery rhyme tunes.

SONIC'S SCHOOLHOUSE

RELEASE DATES

US October 18, 1996

PAL n/a

JP n/a



OVERVIEW

Sonic is your guide through a variety of minigames designed to teach math, reading, and spelling on the PC. Sonic will direct you through the menus.

FACTOID

Hidden Gems: This first *Sonic* game in North America to feature voice acting cast Meg Inglima as the voice of Sonic the Hedgehog—the only time he's been voiced by a woman.

MAIN MENU

- + **Stick Figure:** Add a second player in split screen
- + **Animal:** Enter your name and choose your avatar from among ten different animals
- + **Keyboard:** Change input from keyboard and mouse to joystick
- + **Gumball Machine:** Check your progress
- + **Traffic Light:** Enter the schoolhouse
- + **Musical Note:** Sound test
- + **Books:** Change your grade (cheater)
- + **Sign:** Optimize your display settings

SCHOOLHOUSE

Solving problems in each room opens up doors to delve deeper into each section. Inside each section are collectibles that earn bonus minigames. Clicking on posters will change their appearance.

- + **Math Door:** Carry numbers to the blackboard to solve the questions while avoiding Dr. Eggman
- + **Reading Door:** Carry the balloons and their images to their corresponding words on the blackboards
- + **Spelling Door:** Carry letters to complete the puzzles on the blackboards

FIELD TRIP

Unlocked by finding school buses in the schoolhouse. Clicking on one of the animal passengers will cue up three short educational clips about each species.

PLAYGROUND

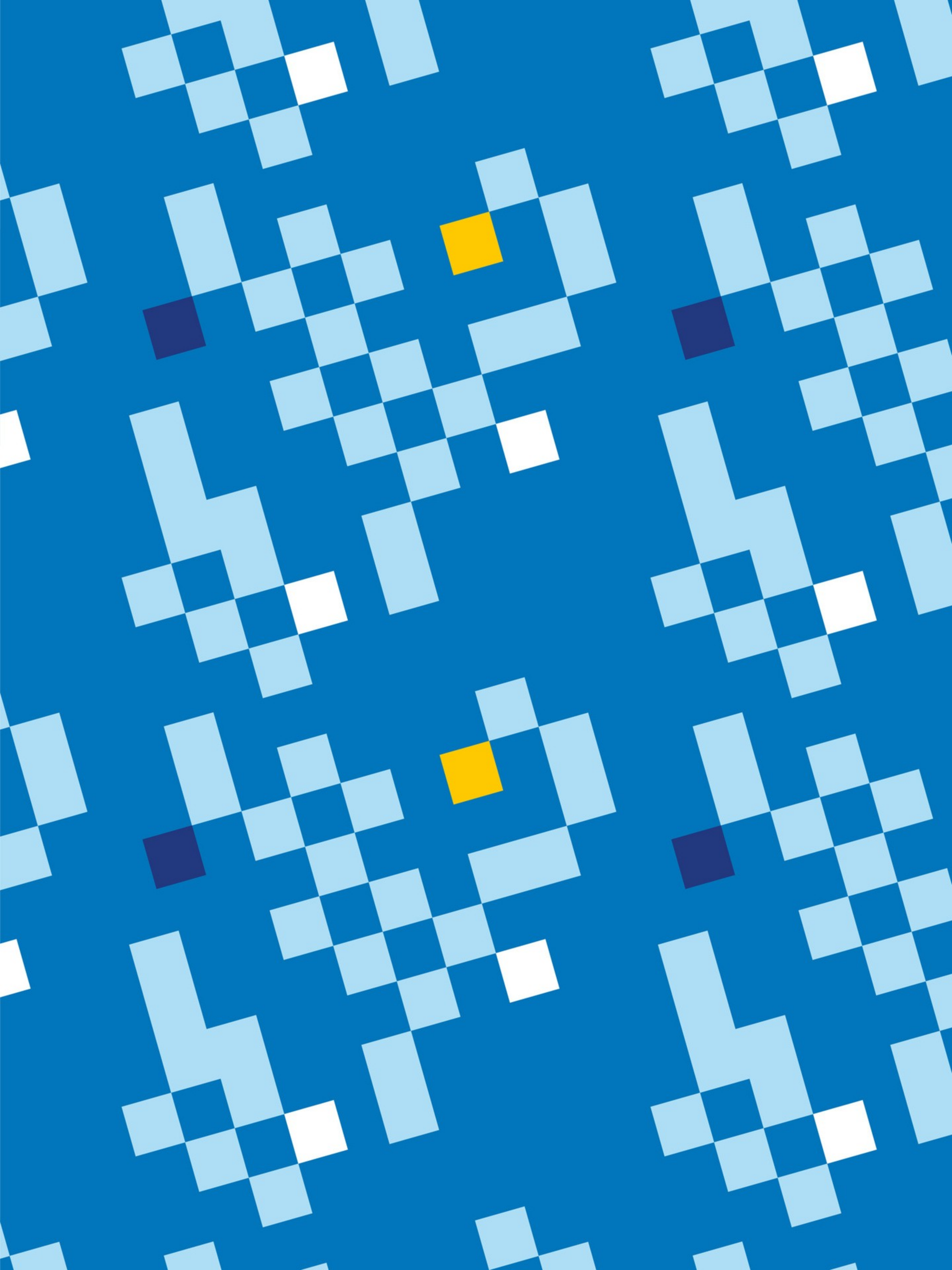
Unlocked by finding Sonic icons in the schoolhouse. There are two games to be played:

- + **Matching:** Clicking a question mark transforms it into a statue. Reveal and match each pair of statues.
- + **Ring Hunt:** Run around the yard grabbing Rings while avoiding Dr. Eggman and badniks.



FACTOID

Cut Content: *Sonic X-treme* was a title planned for the Sega Saturn system, but was ultimately canceled after suffering production setbacks. The sprites for Sonic were repurposed for *Sonic's Schoolhouse*.



1995

Knuckles' Chaotix

RELEASE DATES

US May 1995

PAL June 1995

JP April 21, 1995



US cover art



JP cover art



OVERVIEW

Knuckles's only eponymous game was on the 32X, a piece of hardware that attached to the Genesis to give it extra processing power. The game played with the series formulas in a number of ways.

Whether playing alone or with a friend, there are always two active characters bound by a sparkling elastic band between Rings. If your partner goes missing, you can spend Rings to summon them back, even dipping into *negative Rings* as an exclusive feature. Taking a hit while having no Rings loses your partner for a time, while a second hit boots you back to the hub world.

The Bound Rings offer a bevy of new momentum-based mechanics. Building tension between characters can slingshot you both with a dizzying burst of speed or bolo you to hard-to-reach platforms. Characters can pick others up, hurl them to a new location, then be drawn over to meet them.

With these abilities in mind, characters' weight is a factor. Grow and Shrink Monitors change the size of the activating character and make them heavier or lighter, respectively.

Character and stage selection is novel as well. While you can choose your lead character, the second must be won from the Combi Catcher minigame. All five stages are accessible from there, but only through a roulette system.

STORY

A mysterious island has emerged from the ocean, seemingly in response to the events of *Sonic The Hedgehog 3 & Knuckles*. Dr. Eggman investigates and discovers the same Giant Rings as those found on Angel Island. Through his research he discovers the six Chaos Rings—crystallized power of the Master Emerald—and fabricates his own Dark Rings to power his new robot army. He quickly constructs the Newtrogic High Zone and claims the island for himself.

Numerous heroes come to the island for their own reasons, but are captured by Dr. Eggman and Metal Sonic. Knuckles arrives to investigate the connection between the two islands himself, coming just in time to rescue Espio. Together they set out to free the others and halt Dr. Eggman's latest ambitions.

FACTOID

Lost in Translation: The English-speaking regions received a completely different story. Knuckles is now the guardian of Carnival Island, and Dr. Eggman invades to steal the Power Emerald providing energy for the resort. Knuckles returns from patrol to find Espio being captured, frees him, and together they set out to stop the doctor.

STAGES

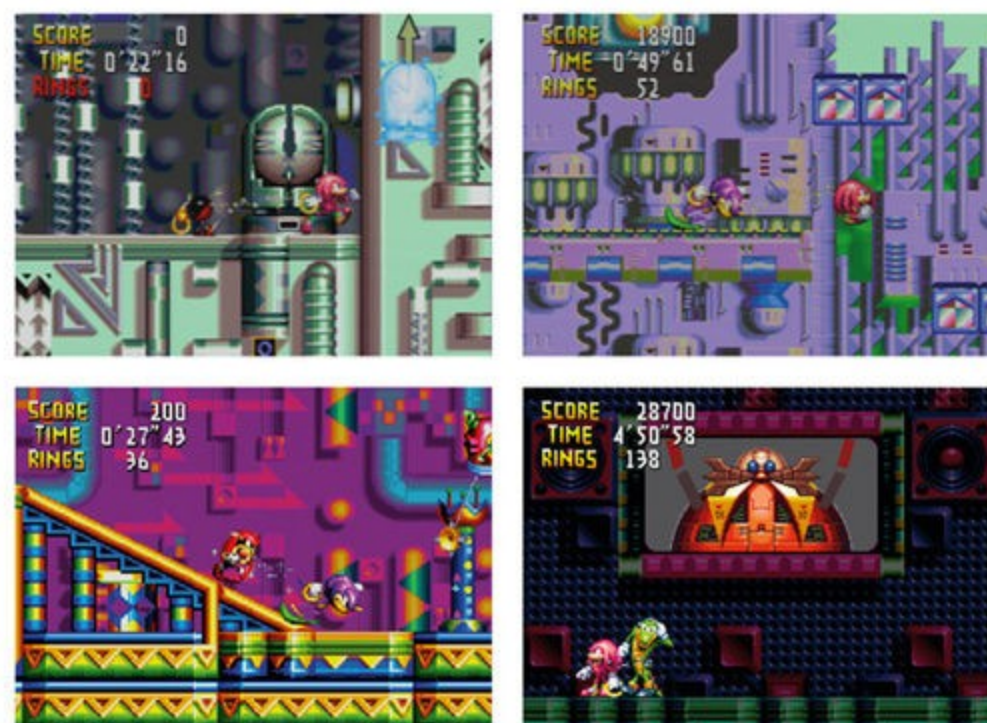
This game bucks the trend by having five acts per stage instead of two or three, with the fifth ending in a boss fight. Stages are chosen by hitting a bumper at just the right time to stop the Stage Select roulette.

1 ISOLATED ISLAND



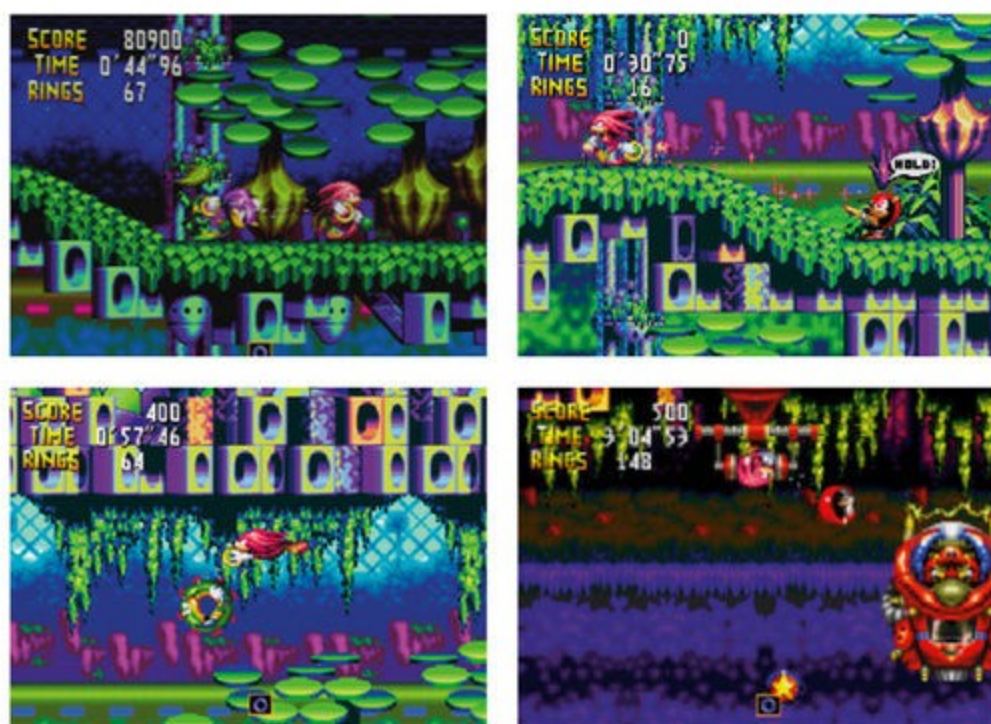
Knuckles rescues Espio from Dr. Eggman, who in turn is rescued by Metal Sonic. The heroes go on to complete this tutorial stage.

2 AMAZING ARENA



The power is out! Turn everything on, or you won't be going anywhere. **Miniboss:** Find this foe in one of the earlier acts—the earlier, the easier it'll be. Dodge its flailing arms and destroy its floating head. **Stage boss: Dr. Eggman** tries to crush you while manifesting badniks from the projection screen.

3 BOTANIC BASE



Zip through the lush environments that grow denser with each act. **Boss: Dr. Eggman** holds your partner hostage, turning you into a heroic pendulum over the abyss.

4 MARINA MADNESS



Use the switches to open doors and shift ships in the docks to reach new areas. **Boss: Dr. Eggman** attacks with an energy shield that can shatter into blades. Strike when he lets his guard down.

5 SPEED SLIDER



It's all about speed as you rocket down slopes and sling yourself ever higher. **Boss:** Board the carousel atop a rocket and destroy the Dark Ring generators while braving spiked platforms and high winds.



6 TECHNO TOWER



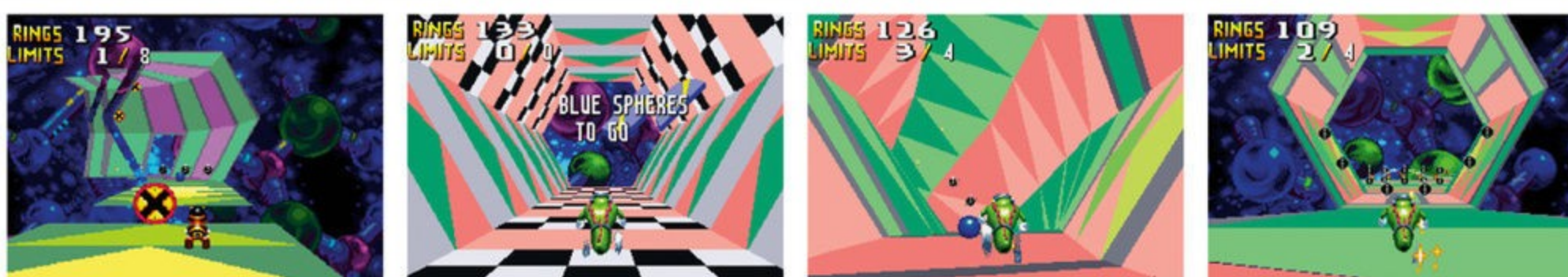
As you climb your way to the top, check behind the Dr. Eggman billboards of power-ups and Giant Rings. **Boss:** Aim for the Dark Ring generator while dodging Dr. Eggman's flailing arms and laser fire.

7 WORLD ENTRANCE



The hub where you choose your partner and your stage, then (surprise!) engage in the final boss fights. **Boss: Metal Sonic** takes control of the stage roulette. Stop the selector on the X to destroy one of Metal Sonic's options. Otherwise, you choose the manner of your own demise. Restored by a massive Dark Ring, the crimson behemoth **Metal Sonic Kai** attempts to crush you with its massive claws and fry you with its giant laser.

8 SPECIAL STAGE



Carry at least fifty Rings to the end of the act and jump in the Giant Ring to access the Special Stage. Run on every surface and use the bumpers to your advantage to collect enough blue spheres per lap to earn one of the six Chaos Rings.

9 BONUS STAGE



Find the Giant Rings hidden throughout the acts to access the bonus stage. You're in free fall, collecting Rings and regaining a bit of altitude with bumpers while dodging Ring-munching blocks and the exit blocks.



ENEMIES

There are no little animals to save or seeds to plant this time. Destroying Dr. Eggman's minions releases the Dark Ring that was powering them.

AM-BUSH



This sneaky foe hides spikes beneath its leaves

BEATAL



Attempts to club heroes with its spiked cudgel

BLITZ



Locks on from a distance and launches a salvo of homing missiles

BOMBBEARER



Drops its explosive payload as a posthumous strike; AKA "Carry" in the Japanese game manual

BURBOOM



Appears to be harmless, but snags the unsuspecting and then self-destructs

BUSHBUBBLE



Its bush bulb lights up at night with a searing brightness

CATALURCHER



The inchworm equivalent to the Caterkiller

DRIBBLER



Bounces a pair of bumpers to block your way; AKA "Driballer" in the Japanese game manual

FLOATSAM



This ray of flight is a fish out of water

GOTCHA



Drains the Rings from its victim, so save your partner! AKA "Gacchi" in the Japanese game manual

GUT BUSTER



This chef bot is serving up a bomb, only to swallow it again

HOVERBY MK. II



They patrol the skies slowly and mostly harmlessly

LIFTOR



Given that all it can do is support you, is it really your enemy?

MOTORSPIKE



A floating enemy whose spikes do little to protect it

NEEDLENOSE



Upgraded from *Sonic CD*, they now launch projectiles when they land; AKA "Kameka" in the Japanese game manual

PIRANHA



Slips around, spitting explosive mines at foes; AKA "Pirany" in the Japanese game manual

POPTANK



Patrols the floors and the ceilings

RINGLEADER



Flings its propeller at unsuspecting victims

SPIKETOWER



Can fire its harpoon into the ceiling and swing itself on its tether; AKA "Zakku" in the Japanese game manual

TICKTOCK



It's time to punch the clock! Just avoid its spiked pendulum. AKA "Juppun" in the Japanese game manual

TRICLOD



This camera doesn't love you, so attack freely

TRUNDULL



Rapidly patrols a small area



ENEMY APPEARANCES IN ZONES









Am-Bush	Botanic Base
Beatal	Amazing Arena
Blitz	Techno Tower
Bombbearer	Techno Tower
Burboom	Botanic Base
Bushbubble	Botanic Base, Marina Madness, Speed Slider
Catalurcher	Botanic Base
Dribbler	Speed Slider
Floatsam	Marina Madness
Gotcha	Speed Slider
Gut Buster	Techno Tower

ENEMY APPEARANCES IN ZONES (CONT.)

Hoverby Mk. II	Speed Slider
Liffor	Isolated Island
Motorspike	Amazing Arena
Needlenose	Speed Slider
Piranha	Marina Madness
Poptank	Marina Madness
Ringleader	Techno Tower
Spiketower	Botanic Base, Marina Madness, Speed Slider
Ticktock	Amazing Arena
Triclod	Amazing Arena
Trundull	Techno Tower

ITEMS

In addition to many of the standards, *Knuckles' Chaotix* adds a few new items to the mix:

	Super Ring	Ten Rings in one go
	Combine Ring	Combines all your dropped Rings into one Giant Ring, which in turn breaks apart over time
	Swap	Switches who's in the lead and who is the partner
	Change	Swaps out the player character for whoever is shown on the screen for a brief time
	Grow	Makes the activator bigger and heavier for a time
	Shrink	Reduces the activator in size and weight for a time
	Combi Catcher	Gives you control of the claw at the World Entrance
	Stage Select	Found only in the bonus stage, it makes the Stage Select roulette much easier to manage



NEW FACES



ESPIO THE CHAMELEON

He is an aspiring ninja with numerous stealthy and powerful techniques, including the ability to turn invisible. In *Knuckles' Chaotix*, he had a unique Spin Attack, the Axel Spin, and could freely walk on walls and ceilings. While he couldn't turn invisible, his idle animation had him cycle through all the colors of the rainbow.



VECTOR THE CROCODILE

The once lanky reptile is a spirited investigator. He was drawn to the island by tales of supernatural mysteries. He has the largest attack radius when he Spin Jumps, which translates to his classification as a Power type in later games.



CHARMY BEE

The tiny and lively boy enjoys unlimited freeform flight and a powerful stinger. In his original appearance he was a well-mannered teenager, but his later appearances revised him as a high-energy child who enjoys pranks.

HEAVY & BOMB

A pair of rogue robots who claim they're here to help, but they're easily the worst partners. Heavy will shrug off damage but is painfully weighty and slow. Bomb is nimble but explodes when damaged, leaving you on your own or hurting you in the process. These characters were not named in the Japanese game manual.

FACTOIDS

Everything Is Canon: For the most part, the Chaotix went MIA for years after their debut. When Vector, Espio, and Charmy returned in *Sonic Heroes* (page 130), they were wholly revised characters.

Did You Know? Vector was originally meant to be the keyboardist of Sonic's band in *Sonic The Hedgehog*.

Cut Content: A prototype ROM called *Sonic Crackers* was famously leaked to the internet, revealing Sonic and Tails were originally the stars of the game. Enthusiastic fans also found that Amy Rose was supposed to appear in a scrapped Sound Test Mode in other leaked early versions.



1995

Tails' Skypatrol

RELEASE DATES

US n/a	PAL n/a	JP April 28, 1995
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Cover art

OVERVIEW

Tails's solo debut is a unique outing. Tails is always in flight, flinging a Ring-like boomerang to solve puzzles and battle enemies. Tails has to keep up his stamina and avoid any and all collisions to stay airborne. When battling the bosses, Tails can either pelt them repeatedly with his Ring, or bash them into the nearest wall.

STORY

Tails comes to a remote island to find it in turmoil. The wicked Witchcart uses the island's railways to travel to all points and trap its inhabitants with enchanted crystal magic. Tails sets out to save the island from Witchcart and her minions.



ITEMS

	Mint Candy	Keeps Tails's energy up so he can fly. Available in 1x, 2x, and 3x varieties, each of which offers incrementally more healing energy.
	Crystal	Adds 1,000 points to the end score. Get an extra life at 10,000 and 30,000 points.
	Bell	Ring it to return if (and when) you die.
	1-up	Get an extra life.
	Muteki Star	Nothing can harm you. Walls, enemies— <i>nothing</i> .

FACTOID

Lost in Translation: Screenshots of an early version of the game have surfaced that show Tails battling iconic Disney villains instead of Witchcart's henchmen. Much of the game's development history was lost, but could the game have begun as the adventures of a certain mouse instead of our beloved fox?

The game wouldn't see a North American release until its inclusion in *Sonic Adventure DX* (page 105).

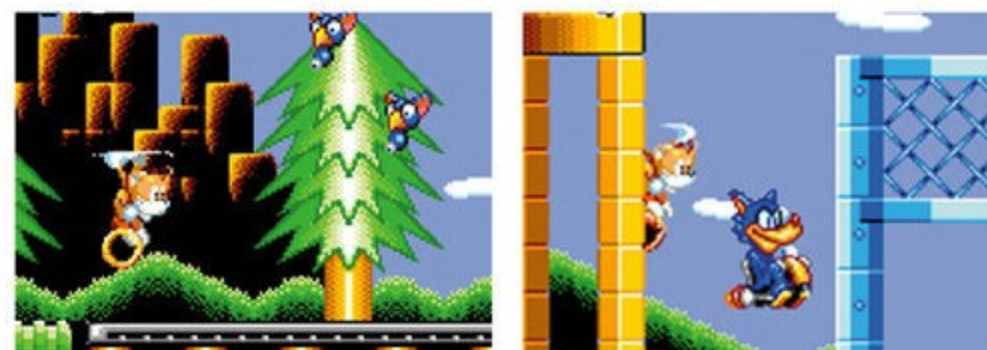
AREAS

1 TRAINING AREA



Learn your way around the game's gimmicks where the only enemy is the terrain.

2 RAIL CANYON

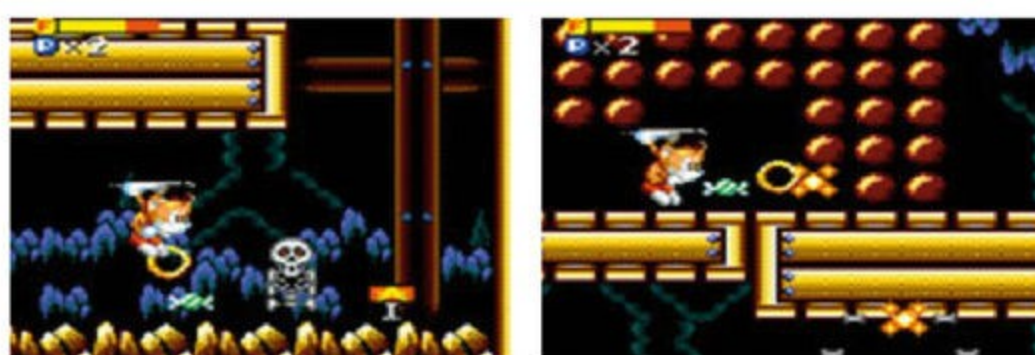


Cruise through the pine forest to hunt down Hocke-Wolf.

Enemies: Tobikoshi Crow, Balloon Gun, Dorigame, Bee Fly

Boss: Hocke-Wolf

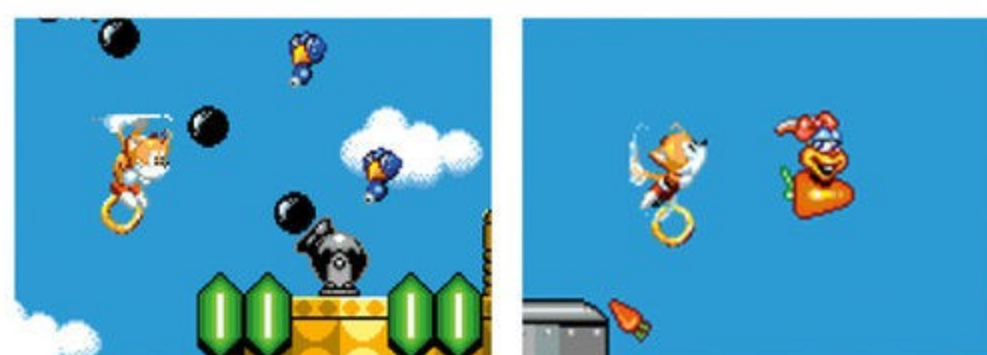
3 RUIN WOOD



Brave the haunted caves to reach the grassy ruins and Bearenger.

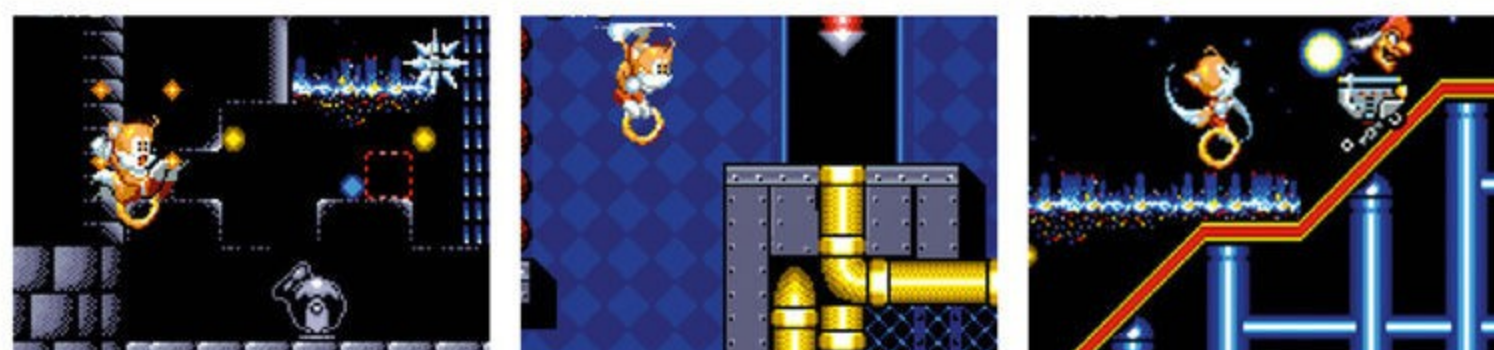
Enemies: Haneruton, Balloon Gun, Bound Head, Minokichi, Capture Berry, Gon **Boss:** Bearenger

4 METAL ISLAND



The cloudy skies are filled with flying fortresses and weapon platforms. **Enemies:** Tobikoshi Crow, Balloon Gun, Dorigame, Bee Fly, Carronade, Haneruton **Boss:** Carrottia

5 DARK CASTLE



Navigate the gloomy castle retrofitted with an arsenal of mechanical traps.

Enemies: Tobikoshi Crow, Carronade, Tashiya, Balloon Gun, Gon, Bound Head, Haneruton, Dorigame **Boss:**

Witchcart

NEW FACES

HOCKE-WOLF



A giggling fiend on a flying bike who hurls exploding mines at Tails.

BEARENGER



This snarling, foul-tempered foe throws explosives from his shark-faced rocket.

CARROTTIA



Flirty and doe eyed, she launches homing carrot missiles and disorienting kisses from her flying carrot.

WITCHCART



The cackling mastermind of the rampaging ruffians. She rides the rails in her personal mine cart. She tries to shoot Tails down with spheres of crystalline energy.



1995

Tails Adventure

RELEASE DATES

US November 1995

PAL September 1995

JP September 22, 1995



JP cover art



JP instruction manual cover

FACTOID

Lost in Translation: In the English-language manuals, the story is set after *Sonic The Hedgehog 2*, rather than before. Tails is on a vacation instead of living alone.

OVERVIEW

Tails's second solo adventure is far grander in scope than anything that came before. Tails sets out across a sprawling island map to find new weapons and tools to unlock paths to new regions and upgrades. Instead of his usual Spin Jump, Tails enters battle with a wide array of explosives. This focus on remote combat and exploration makes this Tails adventure a unique experience.

Tails's flight and health can be upgraded over time, and he now has a visible flight meter. His health is measured in Rings, which can be replenished by finding more glittering bands hidden in walls or lying around.

Chief among Tails's gadgets is the Remote Robot—an invaluable spike-proof scout that locates items and routes Tails can't otherwise access. It also turns into the Sea Fox (known as the Sea Tail in Japan), the drill-armed submarine that debuted in *Sonic The Hedgehog Triple Trouble* (page 60). In this mode it has an upgradable arsenal, and eventually unlocks flight capabilities.

STORY

Before he's been inspired by Sonic, Tails is living in serenity in the lost paradise of Cocoa Island. One fateful day his home is found by the Battle Kukku Army when they begin violently searching for the fabled Chaos Emeralds. Tails sets out to drive off the invaders before you can yell, "Wolverines!"



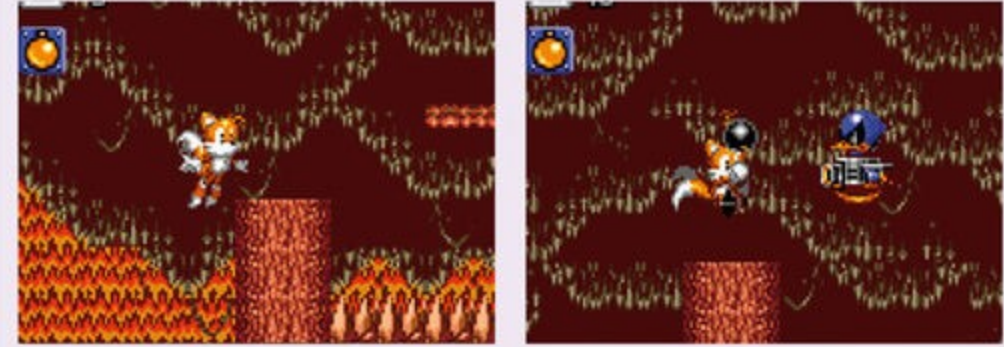
STAGES

1 TAILS HOUSE



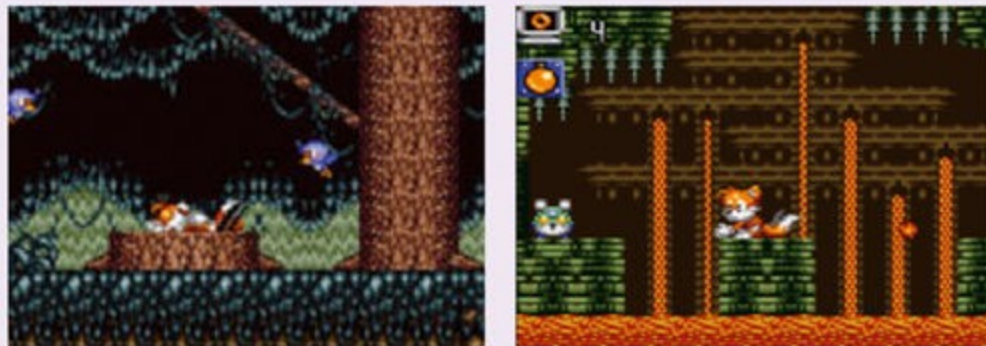
Your only safe haven, where you equip Tails with his gear or apply an arsenal to the Sea Fox.

2 POLOY FOREST



The invasion has begun! Tails escapes the burning forest while battling the army. **Boss: Bird Walker.** The pilot controls the flamethrower while the gunner watches the flank.

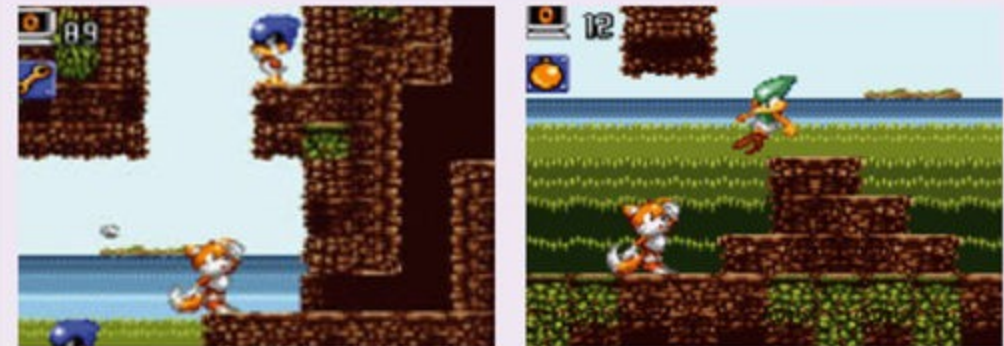
3 VOLCANIC TUNNEL / PADON TUNNEL



Blast your way through the ancient ruins. Find the hidden route to safely destroy the Mecha Golem from behind.

Boss: Mecha Golem. The incomplete mecha guards its chamber with Vulcan gunfire.

4 POLLY MOUNTAIN 1 / POLI POLI MT. 1



Ascend through the caverns to reach the grassy peak. Beware the updrafts! **Boss: Speedy.** The son of Great Battle Kukku dive-bombs Tails relentlessly before Tails teaches him a lesson in humility.

5 LAKE ROCKY / ROCKY'S SEA



Pilot the Sea Fox to reach Cavern Island. Return with the Anti-Air Missiles to take out the Kukku Cruiser and reach Green Island, then with the mines to reach Coco Island. **Boss: Kukku Cruiser.** The army drops depth charges in an effort to sink Tails.

6 CAVERN ISLAND / BROCCO ISLAND



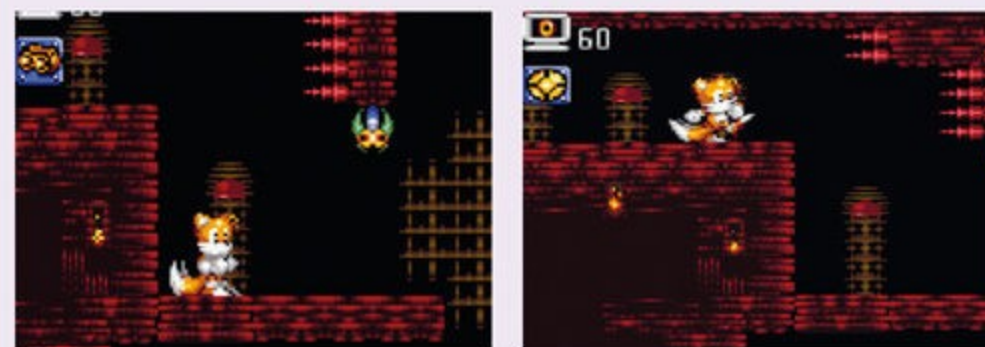
The flooded ruins are rife with the army's robots. **Boss: Mecha Golem (5-gou).** A fully operational battle mecha attacks with its extending arm and aerial bombs.

7 LAKE CRYSTAL / PURU PURU LAKE



Fight your way upstream with the Extra Speed.

8 POLLY MOUNTAIN 2 / POLI POLI MT. 2



Carefully navigate the ruins flooded with lava or the pitch-black tunnels.

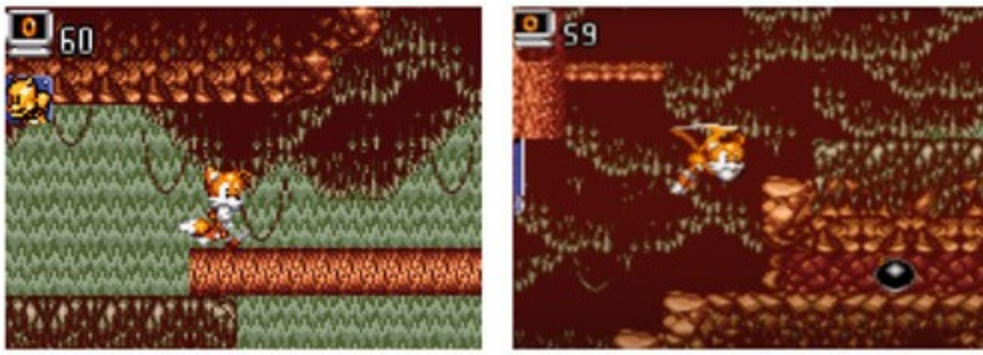
9 GREEN ISLAND / GURIRIN ISLAND



Use the Napalm Bomb to claim all of the island's goodies.



10 CARON FOREST



The lush terrain reminds the player of the Poloy Forest's former glory. Underground wind tunnels require the Remote Robot's power.

11 COCO ISLAND / KUKKU ISLAND



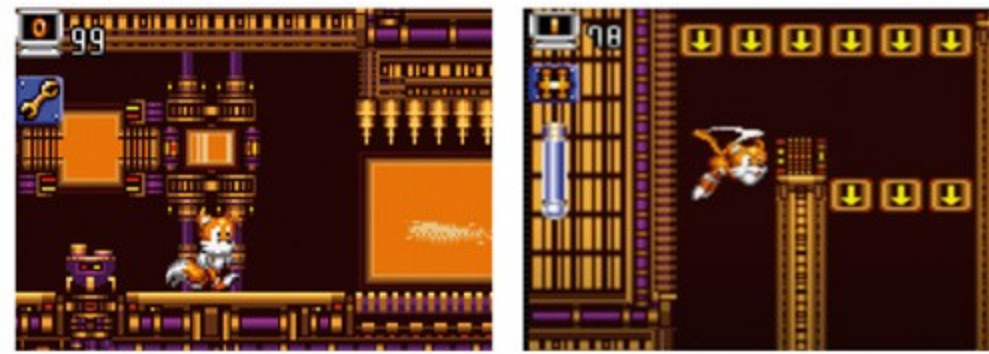
Not to be confused with Cocoa Island, this is actually the army's secret base! **Boss: Dr. Fukurokov** drops Tails into a trap-laden pit. Use the Remote Robot to ambush the doctor.

12 BATTLE FORTRESS 1



The enemy's flying fortress is revealed! The Sea Fox takes to the sky to tear through the defenses.

13 BATTLE FORTRESS 2



Battle your way through the heart of enemy territory to end the invasion. **Bosses:** Your rival **Speedy** returns with a battle exoskeleton. He may respect Tails after their previous encounter, but he won't show him any mercy. Then, the explosive emperor himself, **Great Battle Kukku XV**, fights Tails to the bitter end.

BOSSES

BOSS APPEARANCES IN ZONES

Bird Walker	Poloy Forest
Mecha Golem	Volcanic Tunnel / Padon Tunnel
Speedy	Polly Mountain 1 / Poli Poli Mt. 1
Kukku Cruiser	Lake Rocky / Rocky's Sea
Mecha Golem (5-gou)	Cavern Island / Brocco Island
Dr. Fukurokov	Coco Island / Kukku Island
Speedy, Great Battle Kukku XV	Battle Fortress 2



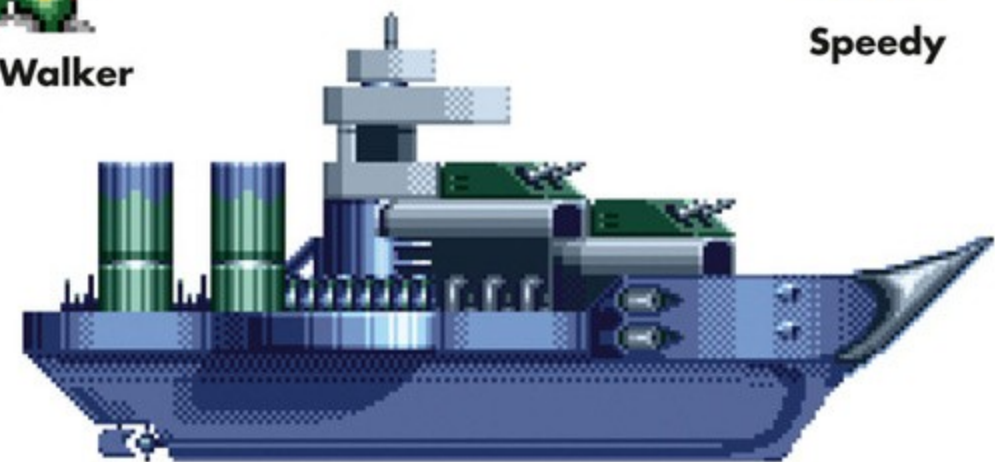
Bird Walker



Mecha Golem



Speedy



Kukku Cruiser



Mecha Golem (5-gou)



Dr. Fukurokov

Speedy, Great Battle
Kukku XV

ENEMIES

ENEMY APPEARANCES IN ZONES

	Bat Robot	Volcanic Tunnel / Padon Tunnel, Cavern Island / Brocco Island, Polly Mountain 2 / Poli Poli Mt. 2
	Beehives	Green Island / Guririn Island
	Bomb Throwing Combatants	Polly Mountain 1 / Poli Poli Mt. 1
	Cannon Launcher	Battle Fortress 1
	Combat Hover Pod	Poloy Forest, Caron Forest
	Combat Mini-Sub	Lake Rocky / Rocky's Sea
	Combat Walker	Poloy Forest, Caron Forest
	Drill Mole	Volcanic Tunnel / Padon Tunnel, Cavern Island / Brocco Island, Polly Mountain 2 / Poli Poli Mt. 2
	Flying Bomber	Lake Rocky / Rocky's Sea, Lake Crystal / Puru Puru Lake, Battle Fortress 1




ENEMY APPEARANCES IN ZONES (CONT.)

	Jumping Combatants	Lake Rocky / Rocky's Sea, Lake Crystal / Puru Puru Lake
	Jumping Soldiers	Polly Mountain 2 / Poli Poli Mt. 2
	Little Kukku	Green Island / Guririn Island
	Nezu	Volcanic Tunnel / Padon Tunnel, Cavern Island / Brocco Island, Polly Mountain 2 / Poli Poli Mt. 2
	Pilot Combatant	Battle Fortress 1
	Robo Kukku	Battle Fortress 1
	Rock Throwing Combatants	Polly Mountain 1 / Poli Poli Mt. 1
	Sniper Kukku	Coco Island / Kukku Island, Battle Fortress 2

ITEMS

























Tails can find a plethora of handy tools and abilities during his adventure, but can only equip four at a time. This chart lists their English and Japanese names.

ITEMS

Item	Name	Description	Found
	Regular Bomb / Normal Bomb	Blasts away basic walls and enemies.	Starting weapon
	Large Bomb	Clears the screen and certain obstacles.	Polly Mountain 2 / Poli Poli Mt. 2
	Remote Bomb	A sliding bomb that can be triggered by the player.	Volcanic Tunnel / Padon Tunnel



ITEMS

Item	Name	Description	Found
	Napalm Bomb / Fire Bomb	A wave of flame that clears grass and enemies.	Cavern Island / Brocco Island
	Triple Bomb / Combo Bomb	Upgraded Regular Bombs. Never look back.	Caron Forest
	Wrench / Spanner	Reverses the direction of conveyor belts.	Battle Fortress 2
	Helmet	Duck under it to be stationary but safe.	Polly Mountain 1 / Poli Poli Mt. 1
	Remote Robot / Mecha Tails	The ultimate multitool.	Poloy Forest
	Hammer / Pikkon Hammer	Bash down barriers and foes.	Volcanic Tunnel / Padon Tunnel
	Teleport Device	Escape back to Tails's house.	Coco Island / Kukku Island
	Night Vision / Night Scope	Navigate the darkness of Polly Mountain 2.	Green Island / Guririn Island
	Speed Boots / Boots	Toggle to a faster walking speed.	Poloy Forest
	Super Glove / Glove	Lift and throw rocks.	Polly Mountain 1 / Poli Poli Mt. 1
	Fang	Passively increases the chance of Ring drops.	Polly Mountain 2 / Poli Poli Mt. 2
	Knuckles	Back 'em up with the fist's metal crackle.	Polly Mountain 1 / Poli Poli Mt. 1
	Sonic	Chargeable Spin Dash.	Caron Forest
	Item Radar	Pings if there's an unfound item nearby.	Polly Mountain 2 / Poli Poli Mt. 2
	Radio	Changes the background music.	Poloy Forest
	Chaos Emerald	Find all six to boost your health and flight time.	Various
	Vulcan Gun	Sea Fox's default rapid-fire weapon.	Starting weapon
	Proton Torpedo	Fires from the front of the Sea Fox.	Caron Forest
	Extra Speed / Jet Screw	Build up speed to leap upstream in Lake Crystal.	Green Island / Guririn Island
	Extra Armor / Mirror Armor	An invulnerable shield.	Volcanic Tunnel / Padon Tunnel
	Anti-Air Missile	Launches missiles to overhead enemies and barriers.	Cavern Island / Brocco Island
	Spark	Zaps all underwater enemies and hazards.	Poloy Forest
	Mine	Drops on enemies and barriers under the Sea Fox.	Cavern Island / Brocco Island
	Rocket Booster / Rocket Parts	The Sea Fox takes to the sky!	Polly Mountain 1 / Poli Poli Mt. 1

NEW FACES

The Battle Kukku Army hosts countless bird soldiers armed with explosives, blasters, and a variety of heavy mecha support.

GREAT BATTLE KUKKU XV

The swaggering imperial overlord of the army. His powerful punch and explosive arsenal make him a vicious leader.



SPEEDY

Battle Kukku XVI (AKA "Speedy") becomes Tails's rival as they clash repeatedly throughout the adventure.



DR. FUKUROKOV

This sinister elderly owl is the mastermind behind the army's mecha might.



1995

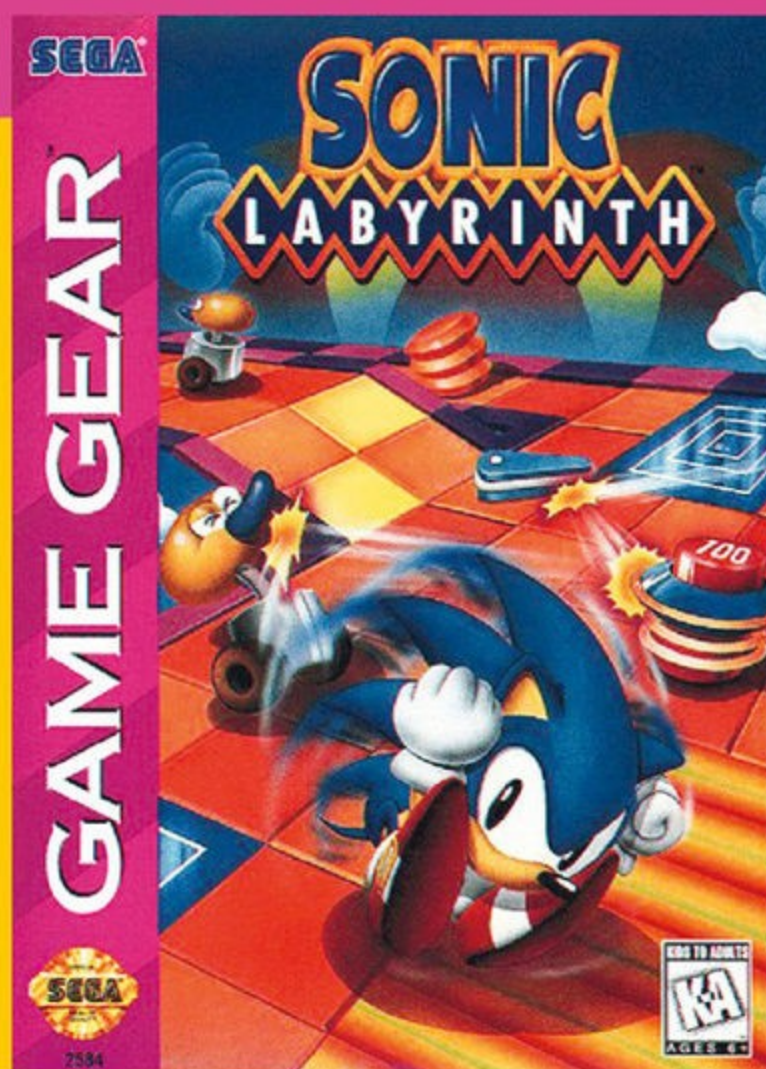
Sonic Labyrinth

RELEASE DATES

US November 1995

PAL October 1995

JP November 17, 1995



US cover art



JP cover art

OVERVIEW

In a unique change of pace, *Sonic Labyrinth* takes the high-speed platforming star and places him into a slow-paced, isometric puzzle game. Sonic must use his Spin Dash to launch himself across the stages, bounce off the walls, and find the keys needed to unlock the exit. In normal stages Sonic loses ten seconds per hit rather than Rings, while boss fights use the traditional Rings-as-health system. In addition to the normal game, players can choose Time Attack to see how quickly they can complete the stages.

STORY

Dr. Eggman has replaced Sonic's trademark shoes with Speed Down Boots, robbing him of his speed and agility. Now vulnerable, Sonic has been tossed into the doctor's newly built labyrinth. Sonic embarks on an epic struggle to find the Chaos Emeralds, bust out the boots, and escape to freedom.

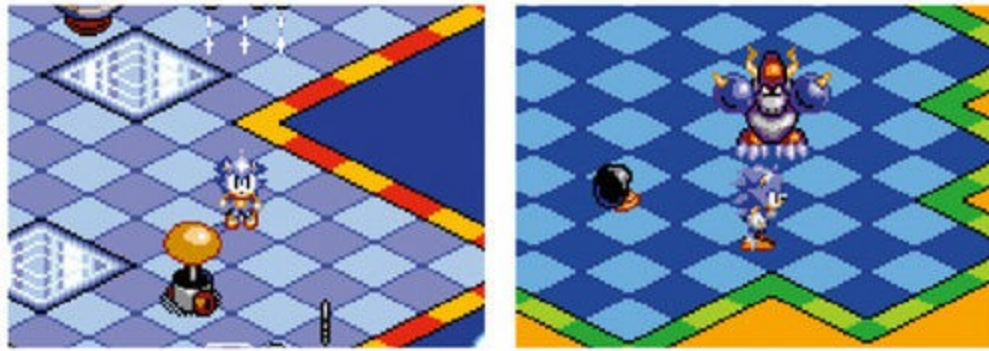
ITEMS

	Yellow Arrow	Bonus time
	Green Arrow	Destroy all enemies on the screen
	Pink Arrow	Extra life
	Blue Arrow	Speed-up
	Red Arrow	Brief invincibility



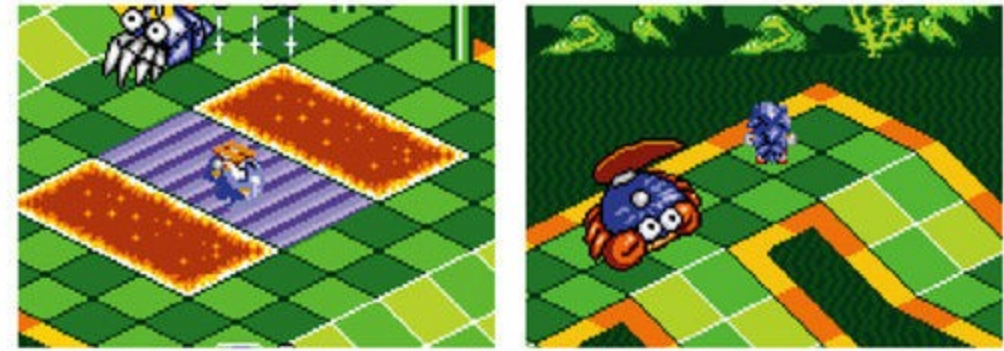
STAGES

1 LABYRINTH OF THE SKY



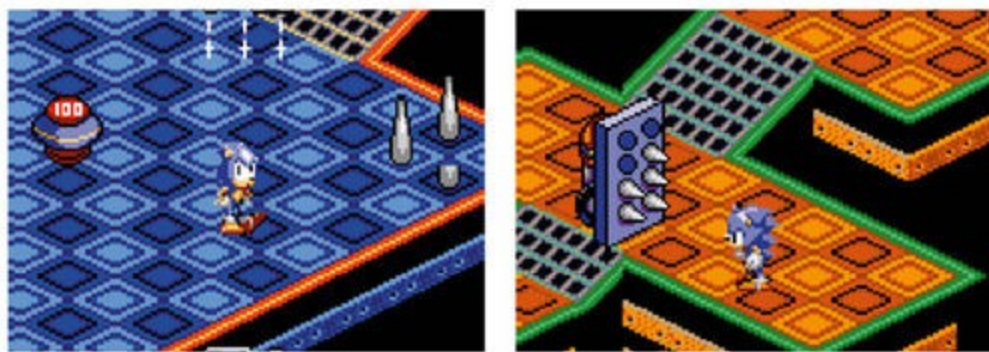
Master your techniques early on while dealing with slick floor panels and conveyor belts. **Boss: Mecha Gorilla.** After a mob of mini gorillas ambushes you, Mecha Gorilla attacks with random strikes.

2 LABYRINTH OF THE SEA



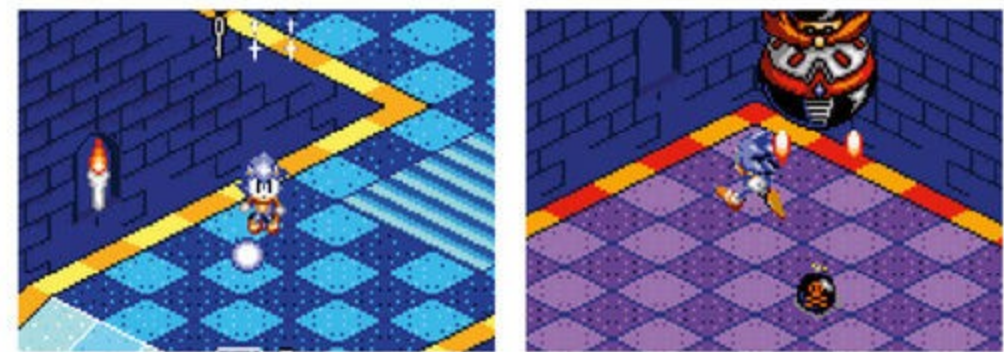
Don't worry—you won't hear the dreaded drowning tune here despite being underwater the whole time. Use cannons and bubbles to blast around the stages. **Boss: Kani Pearl.** After softening you up with a school of smaller crab robots, Kani Pearl scuttles along the top of the arena while hiding in its impervious shell. It opens up to shoot a pearl at Sonic.

3 LABYRINTH OF THE FACTORY



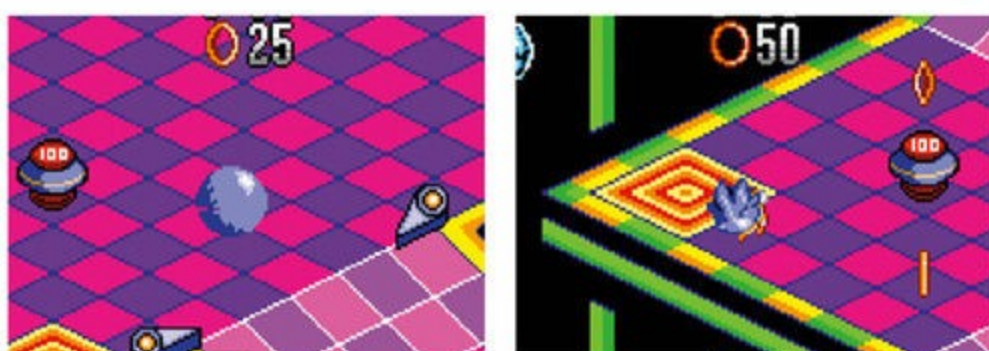
This stage is peppered with special tiles that slow your Spin Dash, warp you around the stage, or transport you from one end to the other. **Boss: Needle Man.** After another flurry of mini me's, Needle Man advances from behind a spike-launching shield. Maneuver behind him to deal damage.

4 LABYRINTH OF THE CASTLE



The torch-lit halls are rigged with bottomless pits, guillotines, and doorways that lead to unexpected exits. **Boss: Smiley Bomb.** After raining down explosives, the two-stage battle begins. The first phase drops a bomb before dipping into range of a Spin Dash. Phase 2 switches to lasers with spread damage, but repeats the same pattern.

5 BONUS STAGE



You can only access this stage via a secret exit in Labyrinth of the Sea, Stage 2-3. Once there, you have thirty seconds to grab supervalued Rings before you're returned to where you came from. Accessing this stage secretly gifts you the sixth Chaos Emerald, which is required for the good ending.



ENEMIES

ARORO



Sniper bird archers

BERORO



Tiny bots with
lashing tongues

DRAGOGO



Invulnerable ambush
fire spitters

FLOWAWA



Spore-launching
flowers

GABUBU



Water-bound
ambushers

GAIKOKO



Ghostly, untouchable
fire spitters

KABUTOTO



The only one
of its kind

KIBABA



Fanged missile
launchers

MUKAKA



A set of triplets; one
might hide a key

NYORORO



They slither lazily
but strike swiftly

OTOTO



Shot-blocking jerks

PEPPEPE



Glue-spitting
trundle duck

PUYOYO



They take up space
and that's about it

ROBOTOTO



Speed-marching
guard bots

TAKOKO



Launches sparks
or spits oil slicks

TORIRI



Rocket-powered
penguins

YADOKAKA

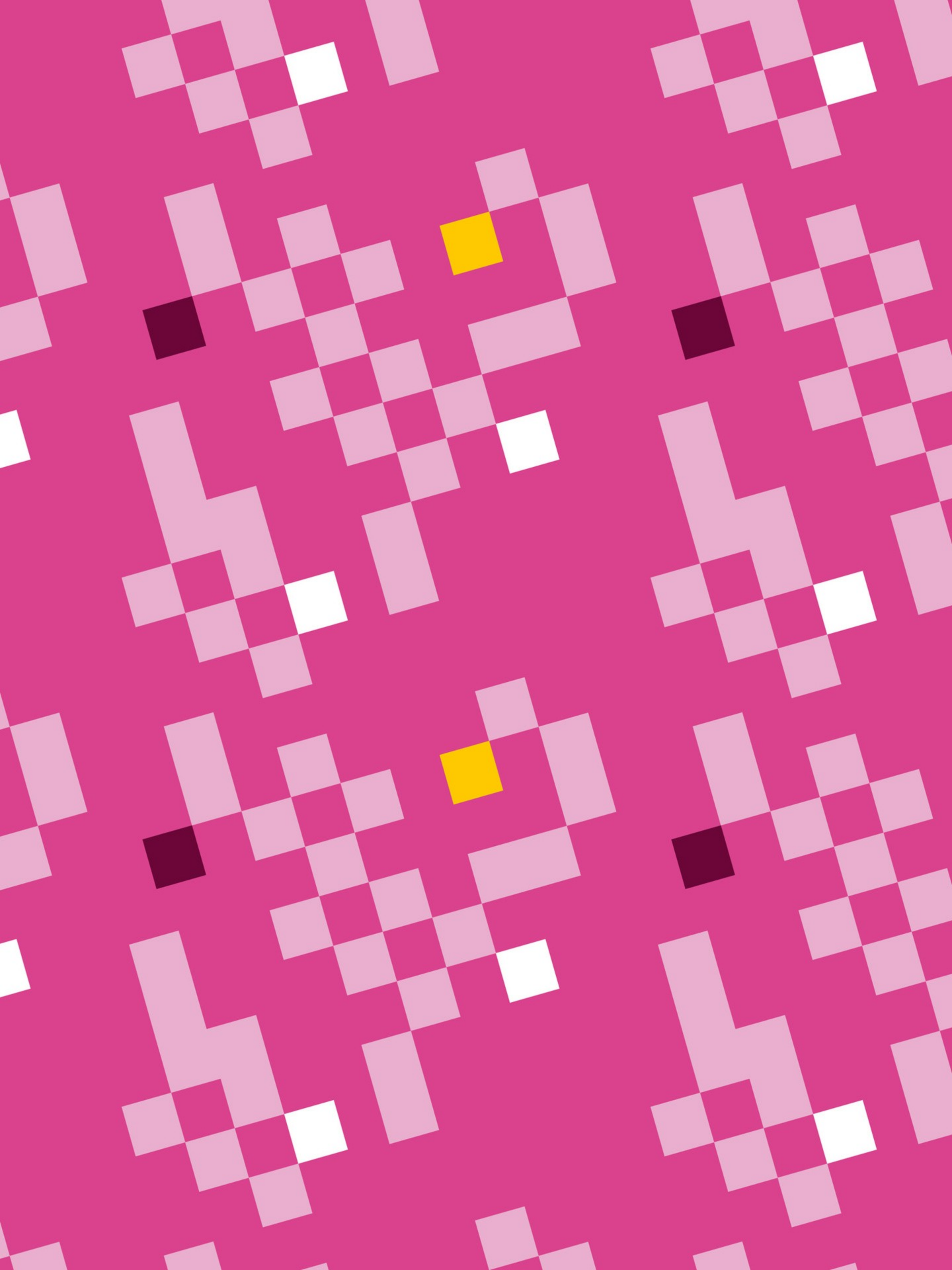


Heavily armored
hermit crabs

ENEMY APPEARANCES IN ZONES

Aroro	Labyrinth of the Castle
Beroro	Labyrinth of the Castle
Dragogo	Labyrinth of the Castle
Flowawa	Labyrinth of the Sky
Gabubu	Labyrinth of the Castle
Gaikoko	Labyrinth of the Castle
Kabutoto	Labyrinth of the Sea
Kibaba	Labyrinth of the Factory
Mukaka	Labyrinth of the Factory
Nyororo	Labyrinth of the Castle
Ototo	Labyrinth of the Sea
Peppepe	Labyrinth of the Sky
Puyoyo	Labyrinth of the Sea
Robototo	Labyrinth of the Sea
Takoko	Labyrinth of the Sea
Toriri	Labyrinth of the Sky
Yadokaka	Labyrinth of the Sea





1996

Sonic 3D Blast

RELEASE DATES (SEGA GENESIS / MEGA DRIVE)

US November 9, 1996	PAL November 14, 1996	JP n/a
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RELEASE DATES (SEGA SATURN)

US November 9, 1997	PAL February 14, 1997	JP October 14, 1999
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Re-creation of US Genesis cover art



OVERVIEW

Also known as *Sonic 3D: Flickies' Island*, this was Sonic's final adventure on the Genesis and first appearance on the Saturn. The sprite-based gameplay takes on an isometric view to simulate a three-dimensional environment and focuses on exploration rather than speed. Sonic has to find and rescue Flickies from around each stage and bring them to a Dimensional Ring to access the next region of the act or to proceed to a new act altogether.

The Flickies follow Sonic in a line until he takes a hit or they're picked off by enemy fire. Having a full flock allows Sonic to nab hard-to-reach bonus items. If a Flicky goes astray, they each respond differently depending on their color.

While functionally the same, the Genesis and Saturn versions of the game have some stark differences. The Saturn version sports a larger color palette and more detailed sprites, as well as a more robust soundtrack. The Special Stage is also entirely different depending on which version of the game you play.

STORY

Dr. Eggman's hunt for the Chaos Emeralds brings him to Flicky Island. There he witnesses the brightly colored birds freely moving through dimensions via the Dimensional Rings. The vile doctor begins harvesting Flickies and putting them in badniks to further his research. Shortly after Sonic arrives on the island, he quickly puts together what's going on. Once again, the blue blur sets out to wreck Dr. Eggman's plans, save the local wildlife, and secure the Chaos Emeralds.

TAILS & KNUCKLES

Sonic's best friend and frenemy can be found hidden in each act. Approaching them with fifty Rings will warp Sonic to the Special Stage and a chance to earn a Chaos Emerald. If you're playing the Genesis version, each of them will give you a shot at the emeralds, meaning you can knock out your hunt in no time. In the Saturn version, you only get one shot at the emerald, so whoever you find second gives you a chance to win a 1-up instead.

Once you've collected all seven Chaos Emeralds, you'll unlock the true final boss and the good ending. Accessing the Special Stage with all the gems rewards you with more 1-ups. Find them before Gene Gadget Zone though, because they stop appearing from that point on.

STAGES

1 GREEN GROVE ZONE

GENESIS/MEGA DRIVE



SATURN



Familiar checkered soil and palm trees welcome you to Flicky Island. Learn the ropes of rescuing and shepherding Flickies here. **Boss:** **Dr. Eggman** drops a giant spiked mace ball and lets it bounce around. Hit him when he goes to retrieve it.

2 RUSTY RUIN ZONE

GENESIS/MEGA DRIVE



SATURN



Find the special fan floor tiles to unleash the Whirl Attack to smash through ruins and discover hidden passages. **Boss:** **Dr. Eggman** has remodeled the ruins and tries to crush Sonic with massive stone fists. Ride the hands up to bop the bad man.

3 SPRING STADIUM ZONE

GENESIS/MEGA DRIVE



SATURN



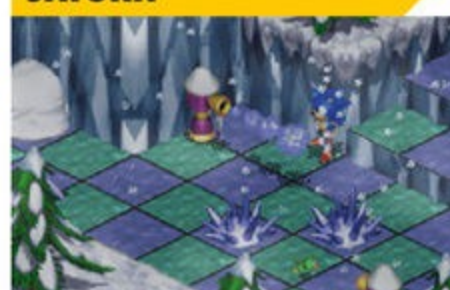
This garish zone is full of bumpers, springs, and launching balloons. Watch out for spikes hidden in the floor! **Boss:** **Dr. Eggman** punches with spiked fists of fury on a trap-laden map. Use the springs to your advantage and attack from behind.

4 DIAMOND DUST ZONE

GENESIS/MEGA DRIVE



SATURN



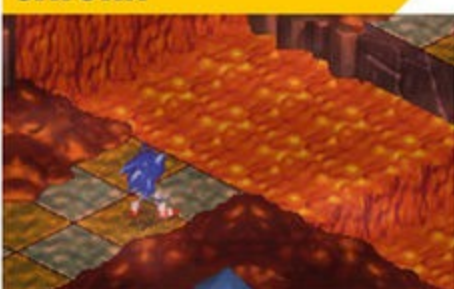
The frozen terrain makes finding traction difficult. Some of the frost cannons can be helpful rather than harmful. Don't trust the snowmen! **Boss:** Break off each of **Dr. Eggman's** frost cannons while avoiding his exploding snowmen.

5 VOLCANO VALLEY ZONE

GENESIS/MEGA DRIVE



SATURN



Avoid rivers of lava and shatter baked earth to find secret tunnels throughout the burning landscape. **Boss:** **Dr. Eggman** shoots fire from the middle of a magma lake. Brave the fire-spitting pipes to defeat him.

6 GENE GADGET ZONE

GENESIS/MEGA DRIVE



SATURN



Industrial fans blow Sonic around and electrified floor tiles will sap away precious Rings in Dr. Eggman's stronghold. **Boss:** Sonic is trapped on a giant conveyor belt, dodging spike traps while **Dr. Eggman** takes potshots with missiles.

7 PANIC PUPPET ZONE

GENESIS/MEGA DRIVE



SATURN



Free Flickies from containment pods as you fight your way up to the giant mechanical rendition of Dr. Eggman. **Boss:** A three-stage gauntlet as **Dr. Eggman** unleashes crushing fists, homing jets of flame, and ricocheting bullets. Dodge the onslaught and find the vulnerable spots to disable each weaponized arm.



8 FINAL FIGHT

GENESIS/MEGA DRIVE



SATURN



Dr. Eggman fights Sonic on a small plane in an unwelcoming void. Endure five rounds of crush fists, explosives, flamethrowers, and laser fire to whittle away the mecha's armor.

SPECIAL STAGE

GENESIS/MEGA DRIVE VERSION



Tails sends you to a mesh bridge high over a river, while Knuckles sends you to a rickety bridge over a fiery gorge. Collect Rings and avoid mines to earn a Chaos Emerald.

SATURN VERSION



It's a return to the *Sonic The Hedgehog 2*-styled halfpipe. Gather enough Rings to earn yourself a Chaos Emerald.

ITEMS

	Rings	The gold standard; one hundred earns an extra life
	Sonic Medals	Sonic-shaped icons; ten earn a Continue
	Speed Shoes	Gain a temporary burst of speed
	Blue Shield	The standard one-hit wonder

	Red Shield	Protects Sonic from fiery hazards
	Gold Shield	Gives Sonic a limited ranged homing attack, the Sonic Blast Attack
	Invincibility Shield	Temporary license to go nuts
	Extra Life	Another chance to find those finicky Flickies

ENEMIES

As this is one of Sonic's first adventures in three dimensions, most of the enemies aren't very threatening. The biggest challenge is landing a hit instead of accidentally walking into them. Note that they never received any official names; these are their programming IDs!

BAT



Flutters about, guarding a small region

BEE



A curiously familiar badnik that buzzes around a set point

BLOWFISH



These pufferfish inflate, brandishing their spikes

BUG



Ignore the spikes; they do nothing

BUNNY



A pogo stick-riding loner

CATERKILLER



Watch out! It leaps between burrows

CROCK



Wanders back and forth, snapping at the air

DRAGFLY



Hovers around a small area

FIREFLY



It buzzes around its turf

HUNTER



Holds its ground, protected with an orbiting mace ball

MOUSE



Follows Sonic, waiting to ambush him

OCTOPUS



An eight-armed turret that takes aim at Sonic

PENGO

Waddles along
a set path

SCORPY

Unlike Skorp, its tail
can't attack you

SCOUTER

Wanders around, chasing
Sonic if it sees him

SHELL

Chases Sonic, protected
by harmless spikes

SNOWMAN

Slides around unpredictably,
firing a barrage of snowballs

SPIDER

A fearsome-looking but
totally harmless sentry

WALKER

A quad-cannon mobile
weapon platform that
contains no Flickies

WHIRL

An erratically flying sentry
that holds no Flickies

ENEMY APPEARANCES IN ZONES

Bat	Volcano Valley Zone
Bee	Rusty Ruin Zone
Blowfish	Spring Stadium Zone, Gene Gadget Zone
Bug	Volcano Valley Zone
Bunny	Diamond Dust Zone
Caterkiller	Green Grove Zone
Crock	Rusty Ruin Zone
Dragfly	Spring Stadium Zone
Firefly	Volcano Valley Zone
Hunter	Green Grove Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Mouse	Gene Gadget Zone
Octopus	Gene Gadget Zone
Pengo	Diamond Dust Zone
Scorpy	Volcano Valley Zone
Scouter	Green Grove Zone
Shell	Spring Stadium Zone
Snowman	Diamond Dust Zone
Spider	Spring Stadium Zone
Walker	Panic Puppet Zone
Whirl	Panic Puppet Zone

NEW FACES

Flickies are *Sonic* series regulars, but until now they've exclusively been bluebirds. Flicky Island hosts four varieties:

BLUE FLICKIES

Blue Flickies try to return
to Sonic or stick to where
they fell behind

PINK FLICKIES

Pink Flickies seek out Sonic,
searching in a wide circle

RED FLICKIES

Red Flickies hop around
between two points

GREEN FLICKIES

Green Flickies wander
off on their own and
really try your patience

FACTOID

Everything Is Canon: The little blue bird debuted in *Flicky*, in which the titular character must rescue their Chirp children from the hungry Tiger cats and Iggy iguanas. Flicky must gather the wayward Chirps in a chain and guide them to the exit. Sound familiar?

FACTOID

Cut Content: Several ideas didn't have time to be implemented. One of the developers, Jon Burton, put together *Sonic 3D Blast: Director's Cut*—a free download for PC copies of the game. The DLC adds back the lost crab badnik, a playable Super Sonic, and a host of other content.



1996

Sonic Blast

RELEASE DATES

US November 1996	PAL November 1996	JP December 13, 1996 (as <i>G Sonic</i>)
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PAL Master System cover art

OVERVIEW

The spiritual cousin to *Sonic 3D Blast*, this game attempts to bring the razzle-dazzle of prerendered graphics to the Game Gear. Aside from the visuals the game makes use of the familiar tried-and-true Sonic formula.

Sonic gains a Double Jump this time around, while Knuckles retains his usual gliding and wall-climbing techniques. Choosing either character gives you the same stages and bosses. Gather all of the Chaos Emeralds—obtainable only in act 2 of each zone—to access the true final boss and proper ending.

STORY

Dr. Eggman has built a new island base just off the coast of South Island. Sonic and Knuckles team up to attack the new base, secure the Chaos Emeralds, and stop Dr. Eggman's ambitions once again.

ITEMS

In addition to the usual fare, there are a few twists:

- + Sonic and Knuckles can find 1-ups of each other, but you can't mix and match. Bop the wrong monitor with the wrong character, and you get nothing.
- + Eggman Monitors return from *Sonic The Hedgehog 3 & Knuckles*, but instead of damaging you, they just waste your time.
- + Question Mark Monitors will give you a random result from any of the possible monitors.

SIGNPOSTS

Spin the signpost at the end of each act to receive a bonus:

	Sonic	A 1-up for Sonic, thirty Rings for Knuckles
	Knuckles	A 1-up for Knux, thirty Rings for Sonic
	Ring	Ten Rings
	Emerald	One Continue
	Super Sonic	A 1-up and thirty Rings for either hero
	Eggman	Bupkis

STAGES

1 GREEN HILL ZONE



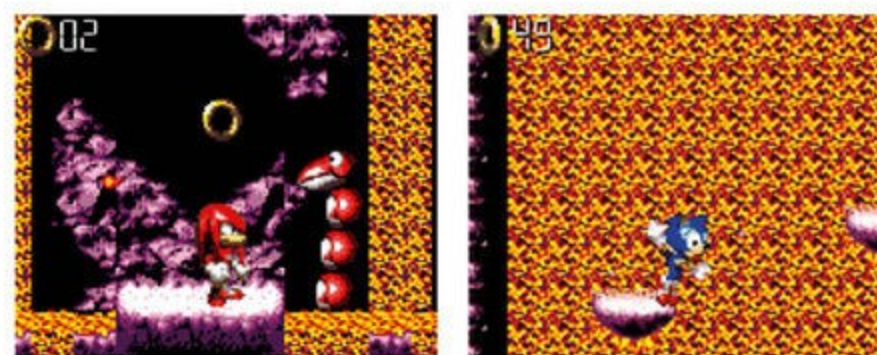
Pass familiar palm trees and search for sunken underground secrets. **Boss: Dr. Eggman** launches a giant boomerang while zipping around the top of the screen.

2 YELLOW DESERT ZONE



Cross the hot sands and dark caverns to reach Dr. Eggman's pyramid stronghold. **Boss: Dr. Eggman** pilots a Sun Wokong-inspired mecha, complete with flying cloud and extending bo staff.

3 RED VOLCANO ZONE



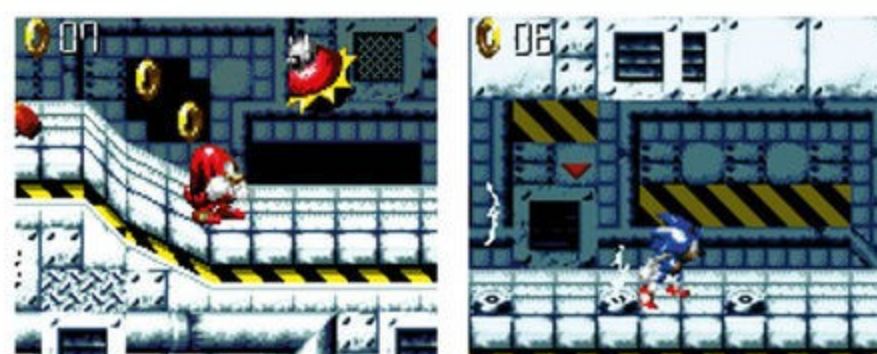
The barren rocks are rife with magma falls and steam geysers. Use the various gadgets littered around the zone to cross the lava and reach new heights. **Boss: Dr. Eggman** attacks on a spring-loaded rock lasher while you're trapped on a single, narrow platform.

4 BLUE MARINE ZONE



Use the pipe mazes and water-level-changing switches to navigate the sunken ruins. Watch out, though, as the invisible underwater currents can sweep you away. **Boss: Dr. Eggman** rushes by in a submarine, launching harpoons. Don't worry too much—a bubble appears right as your breath begins to run out.

5 SILVER CASTLE ZONE



Dr. Eggman's artificial island takes flight, revealing a Death Egg-like appearance! Brave the traps to sink it to the bottom of the ocean. **Boss:** (Round 1) Run along the giant wheel to move the reflective panel and send **Dr. Eggman's** laser right back at him. (Round 2) Use the bladed platform to reach Dr. Eggman's cockpit while avoiding fireballs, drills, and more sawblades.

6 SPECIAL STAGE



Find the Giant Ring hidden in each act. Act 1 leads to a green map that will earn you a 1-up, while act 2 takes you to a red map that leads to a Chaos Emerald. Collect enough Rings by the end of the map or **Dr. Eggman** will steal your prize away.

ENEMIES

ENEMY APPEARANCES IN ZONES

Aquis	Blue Marine Zone
Batbot	Yellow Desert Zone
Buzzer	Green Hill Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Coconuts	Green Hill Zone
Crabmeat	Blue Marine Zone
Egg Pogo	Silver Castle Zone
Egg Saucer	Silver Castle Zone
Egg Sentry	Silver Castle Zone
Gola	Red Volcano Zone
Masher	Green Hill Zone
Octopus	Blue Marine Zone
Rexon	Red Volcano Zone
Sandoom	Yellow Desert Zone



1997

Sonic R

RELEASE DATES

US November 18, 1997

PAL November 21, 1997

JP December 4, 1997



Re-creation of US cover art



JP cover art



OVERVIEW

While there were racing games before, and many to come after, *Sonic R* is the only title to feature (most) of the characters running on their own two feet. The game sets Sonic against his friends and foes on five courses littered with Rings and other collectible items. Rings can be spent on Accelerators for a brief boost or used to open Ring Gates that reveal Chaos Emeralds or a shortcut to the track.

Exploration is one of the key features of the game. Players have to find Chaos Emeralds or Sonic Coins on four of the five courses and rank first to unlock over half of the available characters. In most cases you need to beat the unlocked character in a one-on-one race to make them playable.

While the franchise is known for its consistently stellar soundtracks, *Sonic R* is especially notable for its peppy vocal tracks. Owners of the Saturn game discs (and most of the PC versions) could put the disc in a CD player and enjoy the soundtrack on its own.

STORY

Sonic and Tails are drawn into the World Grand Prix when they learn Dr. Eggman is involved. However, they soon find that the whole race is a ruse to keep Sonic distracted while the doctor hunts for the Chaos Emeralds. Knuckles, never one to pass up a chance to compete against Sonic, joins in as well. Amy, ever the enamored fangirl, chases Sonic to the starting line.

TRACKS

1 RESORT ISLAND



You can really feel the sunshine on this tropical paradise. Brighten up your day by bypassing the loop-the-loops and getting ahead of your opponents. Here you'll find the light blue Chaos Emerald and be able to unlock Metal Sonic.

2 RADICAL CITY



When you're living in the city, you know you've got to survive by keeping ahead of the pack. The winding highways lead racers to a massive casino park. Here you'll find the green and purple Chaos Emeralds and be able to unlock Tails Doll.

3 REGAL RUIN



You'll feel like you've gone back in time or to another world as you navigate the ancient ruins. Here you can find the yellow and orange Chaos Emeralds and be able to unlock Eggman Robo.

4 REACTIVE FACTORY



The crude-pumping industrial complex is a bit of a maze, but if you work it out, your victory is all but assured. Here you'll find the red and gray Chaos Emeralds and be able to unlock Metal Knuckles.

5 RADIANT EMERALD



Everybody will be supersonic racing here once you've unlocked it by placing first in all the other tracks in Grand Prix Mode. You'll feel like a diamond in the sky as you speed between color-shifting crystals on this extra-long track.

FACTOID

Everything Is Canon: Amy's no stranger to driving during races. But her unnamed buggy here isn't the same as her Breeze from *Sonic Drift* (page 42) or her Pink Cabriolet from *Sonic & Sega All-Stars Racing* and beyond (page 214). Just how big is her garage?!

Cut Content: The version found in the *Sonic Gems Collection* is based on one of the PC ports. It reincorporates features that had to be cut for the Saturn version, including different times of day and weather effects that affect the tracks.



RACERS & NEW FACES



SONIC

He's the fastest of your starting roster, but all that oomph comes at the cost of being harder to control. He has his signature Spin Dash and sports a Double Jump that makes clearing some obstacles easier.



TAILS

He can't match Sonic's speed but makes up for it with better handling. He can fly at a fixed height to clear some hazards, but he can't go exploring, as he can in other titles.



KNUCKLES

Well balanced in everything but temper. He can Spin Dash and glide for short distances.



AMY

She's not as fleet of foot as the others, so Amy drives a small car to keep in the race. It may be slow, but it can transform to hover over water hazards, and she can cash in ten Rings to get a speed boost.



DR. EGGMAN

The doctor and his Egg Mobile are unlocked after placing first on the Radiant Emerald track.

Dr. Eggman can cruise right over water hazards and fire a heat-seeking missile for the price of ten Rings. When hit, victims lose their shields or suffer a slowdown.



METAL SONIC

The high-speed menace is unlocked by collecting five Sonic Tokens on Resort Island, placing first, and then beating him in a race. Metal Sonic commands the highest jump of the roster and insane speed that can carry him over smaller water hazards.



TAILS DOLL

This eerie insult to Tails is unlocked by collecting five Sonic Tokens in Radical City, placing first, and then beating it in a race. Tails Doll suffers no slowdown when crossing water or floating through the air.

**METAL KNUCKLES**

This blade-fisted baddie is unlocked by collecting five Sonic Tokens in Reactive Factory, placing first, and then beating him in a race. He's somehow even *faster* than Metal Sonic, but uses a glide rather than a Super Jump.

**EGGROBO**

Known as "Egg Robot" in *Sonic & Knuckles* (page 54), it's unlocked by collecting five Sonic Tokens in Regal Ruin, placing first, and then beating it in a race. It is a faster, more agile version of Dr. Eggman.

**SUPER SONIC**

Sonic's glittering golden form can be chosen on the character select screen off of Sonic's icon after you've collected all seven Chaos Emeralds, which means finding them *and* placing first in the race. He has all of Sonic's strengths and weaknesses pushed to the max, plus the ability to fly over those pesky water hazards.



1999–2003

Adventures with Sonic

SONIC ADVENTURE

RELEASE DATES

US September 9, 1999

PAL October 14, 1999

JP December 23, 1998



US cover art

OVERVIEW

Sonic Adventure was a game-changer. There had been 3D gameplay, voice acting, and vocal music tracks in the past, but this was the first title to wholly embrace those features. It marked the beginning of the “Modern Sonic” era and set the basis for most of the games to follow for the next twenty years.

Sonic and his friends navigate three hub worlds and access their Action Stages by using keys or solving puzzles. The number of available Action Stages varies by character, and while they all visit the same locations, they rarely access the same regions.

This is because the game features a whopping six different play styles. Players begin as Sonic and learn the ropes of high-speed 3D platforming. As the story unfolds, they unlock Tails and his platforming racing, Knuckles and his treasure hunting, Amy’s survival/horror-lite puzzle platforming, Big’s fishing, and Gamma’s Time Attack shoot-em-up.

The game also introduces the Chao. These are virtual pets that can be loaded into the Dreamcast’s VMU—a memory-storage device that doubles as a portable gaming device. Players can play the simple side-scrolling *Chao Adventure* game, then enjoy the rewards in *Sonic Adventure* once the VMU is returned to the controller.

STORY

Ever in search of an easy conquest, Dr. Eggman unearths ancient stone tablets that tell of Chaos, the god of

destruction. Dr. Eggman assaults Angel Island in his flying fortress, the Egg Carrier, and shatters the Master Emerald. This releases a weakened Chaos, the enduring spirit of Tikal, and causes Angel Island to fall on the Mystic Ruins jungle.

Chaos escapes into the jungle, losing its tail in the process. The tail is consumed by Froggy, who—now possessed by Chaos—eats Big’s lucky charm: the yellow Chaos Emerald. Big tries to chase down his sick friend while Knuckles begins scouring the area for the shards of the Master Emerald.

Chaos wanders into Station Square, catching the attention of the police and Sonic. Sonic trounces the weakened Chaos but fails to halt its escape. Dr. Eggman is now primed to corner and enslave the watery creature, but he needs all seven Chaos Emeralds to restore its strength. And so the hunt begins.

Sonic and Tails quickly learn of the doctor’s ambitions and set out to stop him. Knuckles’s search for the shards brings him to the city. Amy becomes the custodian of a wayward Flicky and tries to protect him from harm while being hunted by the massive robot Zero. Gamma is sent to hunt down priority targets by Dr. Eggman but eventually goes rogue. Big wanders in and out of everyone’s stories, oblivious.

Everyone is approached by the spirit of Tikal, the daughter of the warmongering Pachacamac. In the ancient past, Tikal discovered and befriended Chaos, the peaceful guardian of the Chao and emeralds. However, her father and his warriors slaughtered the Chao to take the emeralds. Enraged, Chaos used the emeralds to wipe out the entire tribe. Tikal sacrificed herself to use the Master Emerald’s power, sealed herself and Chaos inside it, and hid the land among the clouds as Angel Island.

Dr. Eggman succeeds in empowering Chaos with the emeralds but is betrayed. Fully restored, Perfect Chaos threatens to drown all of Station Square. Only through the positive energy of the emeralds is Super Sonic able to pacify its rage and allow both Chaos and Tikal to pass on in peace.

STAGES

Adventure Fields: Everyone explores the three hub maps called Adventure Fields. These have numerous items hidden throughout, including keys, emblems, and upgrades.

1 STATION SQUARE



The city Dr. Eggman wants to raze to the ground and use as the foundation for his personal theme park. Visit the beachfront hotel, the couples-friendly amusement park, and the sprawling downtown core. Hop the train to reach the Mystic Ruins jungle.

2 MYSTIC RUINS



A mountainous jungle region where Dr. Eggman is doing his R&D. Brave a mountain cave to find the fallen Angel Island or take a mine cart to Dr. Eggman's base hidden in the dense jungle.

3 EGG CARRIER



Dr. Eggman's transforming flying fortress. It crashes into the bay between Station Square and Mystic Ruins and becomes accessible by boat. Take the monorail from the exterior to the interior in your hunt for Dr. Eggman's personal pool and playground.

Action Stages: This is where the main gameplay happens. Not every character can access every Action Stage, nor explore them in the same way or in the same order as the others.

Action Stage locations:

- + **Station Square:** Emerald Coast, Twinkle Park, Casinopolis, Speed Highway
- + **Mystic Ruins:** Windy Valley, Ice Cap, Red Mountain, Lost World, Final Egg
- + **Egg Carrier:** Sky Deck, Hot Shelter

1 EMERALD COAST



Sonic races through sea spray and sand to find Tails's crashed plane. Big and Gamma each try to track down Froggy.

2 WINDY VALLEY



Sonic and Tails track down the blue Chaos Emerald, with Tails racing Sonic to the prize. Gamma tracks down and destroys E-103 Delta.

3 CASINOPOLIS



Sonic and Tails rack up the coins needed to reach the gray Chaos Emerald in the casino's vault, but one bad game leaves them racing each other through the sewers. Knuckles shows up shortly after to hunt shards.

4 ICE CAP



Sonic and Tails brave frozen caves and an avalanche to track down the green Chaos Emerald. Big uses all his "insulation" to search the icy waters for Froggy.

5 SKY CHASE, ACT 1



Sonic and Tails take flight in the Tornado to chase down the Egg Carrier and the stolen Chaos Emeralds. This minigame is available to only Sonic and Tails.



6 SAND HILL



After being shot down, Tails soldiers on alone. He sees Froggy swallow the red Chaos Emerald and chases him down the sandy slopes. This bonus stage is later available to Sonic.

7 TWINKLE CIRCUIT



Sonic must play this straight race course before accessing Twinkle Park. Everyone else can access it at their leisure.

8 TWINKLE PARK



Amy recruits Sonic to help her protect Birdy from Zero but is quickly distracted by the park's couples-oriented free admission and gets separated from her hero. Big wanders in, looking for Froggy.

9 SPEED HIGHWAY



Knuckles arrives first, starting his shard hunting at dawn. Sonic speeds through later, searching for Amy. Tails arrives a day later to stop Dr. Eggman from manually detonating a missile.

10 RED MOUNTAIN



Knuckles explores the region first, hunting for shards. Later, Sonic races through while tracking the Egg Carrier to rescue Amy. Gamma navigates the volcanic interior to hunt down E-104 Epsilon afterward.

11 SKY CHASE, ACT 2



Sonic and Tails take on the Egg Carrier aboard the new and improved Tornado 2. This bonus stage is available only to Sonic and Tails.

12 SKY DECK



Sonic and Tails race across the ever-changing terrain of the Egg Carrier, unaware Knuckles is inadvertently causing problems while hunting for shards.

13 HEDGEHOG HAMMER



Amy's been freed from her cell by Gamma but can only escape the next room by beating Dr. Eggman's high score at this whack-a-mole-styled game. This minigame is exclusive to Amy.

14 HOT SHELTER



Amy and Birdy flee from Zero to remain free while Big wanders Dr. Eggman's personal aquarium seeking Froggy. Later, Gamma navigates the crashed ruins to hunt down E-105 Zeta.

15 LOST WORLD



After a bout with Sonic, Tails, and Chaos, Knuckles searches an ancient temple belonging to his ancestors. Later, having survived the crash of the Egg Carrier, Sonic is guided there by Tikal.

16 FINAL EGG



Gamma is activated here and tears through his first training course. Later, Amy and Birdy search for his parents while Sonic invades Dr. Eggman's hidden jungle base for the final showdown.



FACTOID

Everything Is Canon: This game features Sonic and company walking alongside humans. The Japanese script included people on the street mentioning Little Planet and Angel Island.

ACTION STAGE KEY CHARACTERS

Location	Character	Play Order
Casinopolis	Sonic	3
	Tails	2
	Knuckles	2
Emerald Coast	Sonic	1
	Gamma	2
	Big	3
Final Egg	Sonic	10
	Amy	3
	Gamma	1
Hot Shelter	Amy	2
	Big	4
	Gamma	5
Ice Cap	Sonic	4
	Tails	3
	Big	2
Lost World	Sonic	9
	Knuckles	4
Red Mountain	Sonic	7
	Knuckles	3
	Gamma	4
Sky Deck	Sonic	8
	Tails	4
	Knuckles	5

ACTION STAGE KEY CHARACTERS (CONT.)

Location	Character	Play Order
Speed Highway	Sonic	6
	Tails	6
	Knuckles	1
Twinkle Park	Sonic	5
	Amy	1
	Big	1
Windy Valley	Sonic	2
	Tails	1
	Gamma	3

DOWNLOADABLE CONTENT

To flex its 56K modem (it was a big deal at the time, kids), the Dreamcast hosted a number of DLC events.

1 DREAMCAST LAUNCH PARTY

Celebrating the birth of the new console, Station Square featured banners and balloons sporting the Dreamcast swirl. Bopping the balloons would reveal a thank-you message from the team.

2 HALLOWEEN PARTY

Running from October 19 through December 28 in 1999, Station Square advertised that Twinkle Park got a spooky makeover. Inside visitors found cloaked jack-o'-ghosts and "Trick or Treat" scrawled on the floors and walls. Those pumpkin-headed hooligans would later return in *Sonic Heroes* (page 130).

3 CHRISTMAS PARTY

Glittering Christmas trees appear throughout Station Square starting on December 17 and lasting through December 28, 1999. Bopping any tree will cue an a capella rendition of "Dreams, Dreams," a track from the Christmas stage in *NiGHTS into Dreams*. The Japanese edition of the DLC played a variety of Christmas songs.



4 Y2K PARTY

Back when we thought the turn of the millennium was going to be a problem, the game celebrated with Giant Rings that would play the Japanese version of Palmtree Panic Zone, as well as character-specific plans for the new year.

6 VOICE PACKS

Players could switch up the voice-over for the menu screens. Voices included the playable cast, Dr. Eggman, and Tikal.

8 REEBOK DMX CONTEST

European players could compete in Time Attack challenges for a chance of winning Reebok apparel.

10 MR. YUKAWA QUO CONTENT

Japanese players were challenged to find cards of Mr. Yukawa, one of Sega's managers, across Station Square and Mystic Ruins against a time limit. Winners were awarded with real QUO cards (universal cash cards).

5 SAMBA GP

To celebrate the release of *Samba de Amigo*, players could access a new entrance to Twinkle Circuit next to the sewer and play the course to the tune of "Super Sonic Racing" from *Sonic R* (page 92).

7 AT&T + OFFICIAL DREAMCAST MAGAZINE CONTEST

US players could compete in three separate Time Attack challenges to win subscriptions and service packages.








9 HEDGEHOG HIDE & SEEK

Japanese players could search Station Square to find five hidden pictures of real hedgehogs.

11 JEWEL CHAO

Japanese players could access an online version of the Chao Black Market and acquire the rare emerald, sapphire, and ruby Chao eggs.

UPGRADES

Character	Item		Description
Amy		Warrior Feather	Found: Beat the Hedgehog Hammer game on the Egg Carrier Perk: Gives Amy the ability to use the Spin Hammer attack
		Long Hammer	Found: Beat your high score on Hedgehog Hammer Perk: Amy gets a larger, more powerful hammer
Big		Power Rod	Found: Under Big's bed Perk: Reel in stronger, heavier fish more easily
		Life Belt	Found: Ice Cavern Perk: Lets Big float on the surface of the water and raises him back up after diving
		Lure #1	Found: Twinkle Park sewer Perk: Large fish spawn
		Lure #2	Found: Cave near Big's house Perk: Larger fish spawn
		Lure #3	Found: Sunken skeleton in Ice Cap Perk: Larger fish spawn

UPGRADES

Character	Item		Description
Big		Lure #4	Found: Egg Carrier brig Perk: Largest possible fish spawn
Gamma		Jet Booster	Found: Egg Carrier storage Perk: Gamma can now hover
		Laser Blaster	Found: Crashed Egg Carrier Perk: Gamma can now lock on to more targets
Knuckles		Shovel Claw	Found: Cave near Tails's workshop Perk: Lets Knuckles dig into soft earth to find shards, Rings, or items
		Fighting Gloves	Found: Mystic Ruins, outside Hot Shelter Perk: Grants Maximum Heat Knuckles (charge to destroy all nearby enemies)
Sonic		Light Speed Shoes	Found: Station Square sewers Perk: Grants Light Speed Dash (charge energy in a Spin Dash, then release to follow a trail of Rings)
		Crystal Ring	Found: Station Square hotel Perk: Cuts Light Speed Dash charge time in half
		The Ancient Light	Found: Angel Island Perk: Grants Light Speed Attack, the offensive version of Light Speed Dash
Tails		Jet Anklet	Found: Twinkle Park sewers Perk: Longer lasting, faster flight
		Rhythm Badge	Found: Ancient past Perk: Tails can continuously attack

ITEMS & UPGRADES

	High-Speed Shoes	Gain a temporary burst of speed
	Invincibility	Become an untouchable wrecking ball for a short time
	Rings	Come in bundles of five, ten, or a surprise amount up to forty!
	Shield	The good ol' one-hit wonder

	Magnetic Shield	Draws Rings to you
	Extra Life	Gives you one more shot at the stage
	Hint Orb	Tikal's glowing spirit gives you helpful insight
	Emblems	130 collectibles earned in a variety of ways



ENEMIES

BEAT



An egg-shaped crab bot. They swarm their target, then self-destruct.

BOABOA



A massive worm-like robot that spits fire from its sides.

BUYON



A giant gelatinous blob that's only vulnerable on its rabbit-like head.

COP SPEEDER



A Kiki in a flying car, impersonating the police of Station Square.

EGG KEEPER



It deflects Spin Jumps with its paddle arms and captures foes in a force field with its detachable head.

GHOLA



A fiery Orbinaut-styled badnik.

ICE BALL



A snowman-like orb bot who commands a round vehicle and is armed with a freeze vent.

KART KIKI



A Kiki that drives a hover car and unleashes its road rage on Twinkle Circuit.

KIKI



A bomb-throwing monkey bot. Some know how to drive.

LEON



A chameleon bot that uses its invisibility to ambush with a lashing tongue.

RHINOTANK



A horned badnik that charges headlong at its targets.

SPINNER



A hovering, bladed bat-like robot. Some come with electrical shielding.

SWEEP



A giant water strider that poses zero threat.

UNIDUS



Also known as an Orbinaut, it protects itself with spiked projectiles.

ENEMY APPEARANCES IN STAGES

Beat	Final Egg
Boaboa	Windy Valley, Ice Cap, Lost World
Buyon	Twinkle Park
Cop Speeder	Speed Highway
Egg Keeper	Final Egg, Hot Shelter
Ghola	Red Mountain, Lost World
Ice Ball	Ice Cap
Kart Kiki	Twinkle Park
Kiki	Emerald Coast, Twinkle Park, Red Mountain, Hot Shelter
Leon	Windy Valley, Lost World, Hot Shelter
Rhinotank	Emerald Coast, Windy Valley
Spinner	Speed Highway, Casinopolis, Sky Deck, Final Egg, Red Mountain
Sweep	Emerald Coast, Twinkle Park
Unidus	Speed Highway, Sky Desk

BOSSES

E-101 β (BETA)



It's brother versus brother in a cruel duel for survival.

Fought by: Gamma

CHAOS 0



The newly freed Chaos lashes out with stretching limbs at the heart of Station Square.

Fought by: Sonic

EGG HORNET



Dr. Eggman ambushes our heroes after their return from Windy Valley with missile barrages and spiked battering rams. **Fought by:** Sonic, Tails

CHAOS 2



Chaos unleashes new metamorphic powers in the Station Square hotel.

Fought by: Knuckles

HERO BATTLE 1

Dr. Eggman's lies lead to the heroes turning on each other in Mystic Ruins.

Fought by: Sonic, Tails, Knuckles

CHAOS 4

A shark-like Chaos tries to drown our heroes in a waterfall lake. **Fought by:** Sonic, Tails, Knuckles

HERO BATTLE 2

It's a clash aboard the Egg Carrier, but Amy defuses the situation. **Fought by:** Sonic, Tails, Gamma

CHAOS 6

Chaos has regained its tail by swallowing Froggy and can only be slowed with super-cooling pods. **Fought by:** Sonic, Knuckles, Big

EGG WALKER

Dr. Eggman has been backed into a corner and lashes out at Station Square. The Egg Walker's seismic stomps and mortar cannon make it a fearful machine. **Fought by:** Tails

E-103 Δ (DELTA)

The upgraded battle robot patrols Windy Valley with dual rocket launchers. **Fought by:** Gamma

E-104 ε (EPSILON)

The upgraded battle robot has been hiding out in the fiery catacombs of Red Mountain. **Fought by:** Gamma

E-105 ζ (ZETA)

Plugged into the core of the Hot Shelter, it's ringed with missile launchers. **Fought by:** Gamma

E-101 BETA MK. II

With advanced thrusters, homing missiles, and charged shield arms, it's out for revenge aboard the Egg Carrier. **Fought by:** Gamma

E-100 ZERO

After days of relentless chasing, it's finally time to confront the nightmare. **Fought by:** Amy

EGG VIPER

Dr. Eggman's multistage battle mecha tears the Final Egg apart while trying to destroy Sonic. **Fought by:** Sonic

PERFECT CHAOS

Station Square is flooded as the god of destruction unleashes energy spears, tornadoes, and vaporizing beams. Only Super Sonic has the power and speed to brave the thunder, rain, and lightning to calm the beast.

CHAO

These childlike creatures are hatched from eggs and raised in one of three Chao Gardens with themes based on the Adventure Fields. Players feed them, cuddle them, and raise them to be strong enough to compete in the Chao Races.

Chao have five main traits and two hidden ones:

- + **Run:** Allows the Chao to walk, then run, with increasing speed
- + **Fly:** Strengthens their wings so they can cross chasms easier
- + **Power:** Allows them to climb cliffs with ease
- + **Swim:** Turns flailing and sputtering into agile, dolphin-like swimming
- + **Stamina:** Gives them more potential to boost in the races
- + **Intelligence:** A hidden stat that influences how quickly they solve problems
- + **Luck:** A hidden stat that affects how Chao deal with certain traps in races

As players complete Action Stages, they rescue a variety of small animals. Each of these animals can bestow

a certain number of stats to a Chao, helping it grow. They can also impart some of their physical features to the Chao, leading to all sorts of combinations.

A baby Chao will enter a cocoon and emerge as an adolescent. Depending on which of their stats is highest, they'll have transformed into a Run, Fly, Power, or Swim-type Chao. As they mature, they can turn into a dual type. Upon death, if they've led a happy, healthy life, they'll be reborn as an egg and the process may begin anew. If not, they simply fade away.

New Chao are born from eggs. These can be generated when two happy Chao enter a ring of flowers together. Eggs can also be found in Adventure Fields, in *Chao Adventure*, and in the remastered *Sonic Adventure DX*, bought from the Black Market for Rings.



CHARACTERS & NEW FACES



SONIC THE HEDGEHOG

He's got a new look but the same old attitude. He has his classic Spin Jump and Spin Dash but introduces the Homing Attack, which launches at the nearest enemy or target.



MILES "TAILS" PROWER

His flight is less about verticality than it is about forward momentum. While you can rise to new heights, his gameplay is all about taking aerial shortcuts to reach the goal faster.



KNUCKLES THE ECHIDNA

His climbing and gliding are used to their full potential as he follows his internal "Emerald Radar" to hunt down the shards of the Master Emerald. In addition to his regular Spin Jump attack, he now has a three-hit punch combo.



AMY ROSE

She's come a long way from being the tagalong or damsel in distress. Amy's story is all about personal growth as she learns to take care of herself and her rescued companion, Birdy. She can smash most enemies with her Piko Piko Hammer or spin it to create a destructive area of denial. But she can't damage Zero, so it's better to run.



BIG THE CAT

A laid-back, easygoing fisherman who only gets involved because his best friend, Froggy, becomes possessed by Chaos. Big's stages are all about exploring, finding the best fishing spot, and reeling in to your heart's content. Oh, and hooking Froggy, too. It's for his own good—trust us.



E-102 GAMMA

He was built as one of Dr. Eggman's elite robots, but the doctor's cruelty affected Gamma. He eventually went rogue, hunting down the other E-100s and destroying them to free the animals within. His rampage complete, he self-destructed, releasing his own animal—which was Birdy's older brother. Gamma's gameplay revolves around shooting down targets to add precious seconds to his timer. Targeting multiple enemies at once creates a combo that adds bonus seconds to the clock.

TIKAL

While not a playable character, she is pivotal to the story. Inspired by her grandmother's pacifistic ways, Tikal sought peace with the innocent and childlike Chao. She stood alone against her father and his warriors, and even in death she sought to protect the world from Chaos's wrath by sending the heroes visions of her tragic life.

SONIC ADVENTURE DX

RELEASE DATES (GAMECUBE™)

US June 17, 2003	PAL June 27, 2004	JP June 19, 2003
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RELEASE DATES (PC)

US September 14, 2004	PAL February 6, 2004	JP December 18, 2003
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This remaster brought a graphical overhaul to the milestone installment—and with it, a number of new features. The gameplay remains the same, and the DLC from the Dreamcast edition is sadly unavailable, but the extra content is delightful all the same.

CREAM THE RABBIT

Making a pre-*Sonic Heroes* cameo, Cream can be seen flying to Station Square right before Ice Cap is accessible. Many fans presume she drops the Ice Key needed to access the stage.

METAL SONIC

Unlocked after acquiring all the emblems, Metal Sonic can access any of Sonic's stages in Trial Mode.

MISSION MODE

After completing a character's story, return to their game to find mission cards hidden throughout the Adventure Stages. There are sixty missions in all, and completing them unlocks . . .

GAME GEAR LIBRARY

Play through a bevy of classic Game Gear games, including:

- + Sonic The Hedgehog (8-bit)
- + Sonic The Hedgehog 2 (8-bit)
- + Sonic Chaos
- + Sonic Triple Trouble
- + Sonic Drift
- + Sonic Drift 2
- + Sonic Labyrinth
- + Sonic Spinball (8-bit)
- + Sonic Blast
- + Dr. Robotnik's Mean Bean Machine (8-bit)
- + Tails' Skypatrol
- + Tails Adventure

CHAO GARDEN

While they don't have all the features from *Sonic Adventure 2: Battle* (page 112), the gardens have been retooled to a degree and the stats menu from later incarnations has been implemented to ease your Chao rearing. The VMU has been replaced with the Tiny Chao Garden if you have a cable connected to your Game Boy Advance™.



2000

Sonic Shuffle

RELEASE DATES

US November 14, 2000

PAL March 9, 2001

JP December 21, 2000



US cover art



OVERVIEW

Sonic Shuffle is the franchise's answer to a call for a party game that will end friendships and test family bonds. As the name implies, the game revolves around Sonic and his friends using playing cards to progress across a game board. The amount shown on the cards determines the character's movements and effectiveness in battle. There are twenty-eight cards available: four each of numbers 1–6, three special S cards, and one Eggman card.

The players' turn order is determined by one of three minigames:

- + **Sonic Slot:** A slot machine counts down from 999. Whoever stops it closest to 000 goes first.
- + **Sonic Darts:** Players throw a dart at a moving target. Whoever is closest to the bull's-eye goes first.
- + **Sonic Hi Lo:** Whoever grabs the highest card goes first.

As the players progress around the board, they seek to amass Rings and win Precioustones from monsters. This can be helped or hindered by using Forcejewels. Players gain their winnings by competing in any of fifty minigames or thirty events. Once the final Precioustone is collected and the final minigame is complete, all the players are

awarded emblems based on their performances. The player with the highest emblem total wins the game.

STORY

The Maginaryworld is the source of all dreams across all dimensions. It is powered by the Precioustone and presided over by the goddess Illumina. One day the goddess vanished, leaving behind her attendant Lumina Flowlight and the wicked Void. Void shatters the Precioustone, so Lumina summons Sonic and his friends to help recover its pieces.

After braving numerous dream realms and subduing Void's monstrous final form, it's revealed Void and Lumina were two aspects of Illumina, separated in a moment of self-doubt. The two halves are made whole, and Illumina is restored to look after the dreams once more.



STAGES

Each stage has a unique quest that's triggered when a player lands on its tile. It also has unique minigames called "Accidents," one of which is triggered when the final Precioustone is found.

1 EMERALD COAST



A tropical paradise inspired by Knuckles's dreams of peace and sunny relaxation. Void's corrupting influence has caused it to freeze over. **Quest:** Return a beached dolphin to the sea

within eight turns. **Accidents:** **Sonic Parasol**, **Ring Tide**, **Sonic Surfing** (finale)

2 FIRE BIRD



The grand Fire Phoenix soars through the clouds, inspired by Tails's dreams of the freedom of flight. Void has trapped the Fire Phoenix within an airship shell, which could break apart at any moment. **Quest:** The airship

has sprung a leak! You have eight turns to patch the hole. **Accidents:** **Rapid Climb**, **Sky Bridge**, **Sky Diving** (finale)

3 NATURE ZONE



Lush woods inspired by Amy's dreams of being close to nature. Void's corruption creates pillars that wither the foliage. **Quest:** A bird drops a treasure chest containing keys needed to reach the final

Precioustone. Be the first to grab a key and unlock the ruin's gate!

Accidents: **Croc-Attack**, **Ring of Fire**, **Earth Quake** (finale)

4 RIOT TRAIN



A locomotive hurtling through a dreamscape inspired by Sonic's dreams of adventure. Void has sent it careening off course. Stop it before it derails! **Quest:** A bird is trapped in a cage, and that just won't do. Let it out!

Accident: **Thru the Tunnel**, **Ring Lasso**, **Stop the Train** (finale)

FORCEJEWELS

These game-changers can be won from in-game victories, bought on a Jewel Shop tile, or received from Dr. Eggman.

	Speederald	Use two cards for movement or battle
	Hi-Speederald	Use three cards for movement or battle
	Turbo-Speederald	Use four cards for movement or battle
	Max-Speederald	Use five cards for movement or battle
	Sonic-Speederald	Move thirty spaces, but in a random direction
	Hypnotite	Discard all cards of the value chosen by the roulette
	Fivealive	Move five spaces for five turns, but you cannot use Forcejewels
	Low Moonstone	Weakens all monsters on the board
	Reducite	Reduce one player's area on the roulette
	Warp Crystal	Teleport to a random tile on the board
	Preciousite	Roll a 1 to jump to the Precioustone, 2-6 to randomly teleport

5 4TH DIMENSION SPACE




The spherical hub of the Maginaryworld will disappear if Void is not stopped. **Quest:** Stars occasionally lose their way and decide to follow you. Lead them back to their home constellation.

Accidents: **Final Frontier**, **Void Battle** (finale)

	Teleport Ruby	Jump to another character chosen by roulette
	Swap Jewel	Swap places with another player chosen by roulette
	Shuffire	All Forcejewels are shuffled and redistributed
	Stopnite	Make a tile impassable for three turns
	Barrier Amber	Make a tile impassable for five turns
	Thief's Eye	Steal a Forcejewel from a player chosen by roulette
	Maharajite	Trade your lowest-value card for someone's highest value; victim chosen by roulette
	Wastone	Force a player to use a Forcejewel on their next turn, chosen by roulette



	Shield Quartz	All other players are blocked from using Forcejewels for four turns
	Warponite	Everyone is teleported to random locations
	Deletite	Destroy a player's Forcejewels, chosen by roulette
	Packlite	Bars all other players from the Precioustone for three turns
	Curse Opal	Victim, chosen by roulette, loses one to five turns
	Geasdain	Victim, chosen by roulette, must move six spaces for three turns
	Foolmoon	Swap your highest-value card with another player's lowest, chosen by roulette
	Transfire	Victim, chosen by roulette, is sent to a random tile
	Lose Quartz	Changes all Battle, Event, and Plus Ring tiles to Minus Ring tiles for four turns
	Medium	Brings all players to your tile

	Blockite	Saves you from the effects of another Forcejewel one time
	Carbuncle	Destroys other Forcejewels at random. If there are none available, it destroys itself
	Duplichaos	Transforms into a copy of one of your Forcejewels
	Chamelionite	Transforms into a random Forcejewel and activates
	Ringidium	Changes all Battle, Event, and Minus Ring tiles to Plus Ring tiles for four turns
	Battle Ruby	Changes all Ring and Event tiles into Battle tiles
	Magnifire	Increases one player's area on the roulette
	1 Force March	Choose a victim to be restricted to moving one space on their next turn
	6 Force March	Choose a victim to be restricted to moving one space on their next turn

BATTLES & EVENTS


1 FREE-FOR-ALL

	Sonicola	Choose the unshaken can of pop and receive twenty Rings
	Stop and Go	Sneak across the ice to steal Dr. Eggman's Forcejewel
	Over the Bridge	Jump the gaps on a winding bridge for a Forcejewel
	Sonic Gun Slinger	Shoot the bad guys, not the civilians



1 FREE-FOR-ALL (CONT.)

	Sonic Live	Strum your guitar when the spotlight is on you
	Psychic Sonic	Guess the letter that will appear on the card first
	Sonic Tag	Race around a pyramid collecting Rings. Don't be "it" at the end!
	Shadow Tag	Make others "it" by touching their shadow; "it" loses Rings constantly
	Frosty Rumble	Smash ice blocks to gather the Rings inside

1 FREE-FOR-ALL (CONT.)

	Great Escape	Navigate the dim, trap-laden maze
	Egg & the Chicken	Stand under the bomb as long as you dare
	Sonic Tank	Blast and drift around in a tank using Dr. Eggman's gifts
	Fun Fun Sonic	Break trampolines for Rings while avoiding Dr. Eggman's deviltry
	Jump the Snake	Jump over the snake as it weaves through the walls
	Zero G Snap Shot	"Swim" into frame and strike a pose in time for the camera
	Thor's Hammer	Avoid Dr. Eggman's lightning attacks and grab the goodies they reveal
	Over the Rainbow	Follow the prompts to leap across the lily pads
	Twister	Skydive through a tornado to grab the Rings and Forcejewels
	Number Jump	Climb the towers by jumping to the next consecutive number

1 FREE-FOR-ALL (CONT.)



	Egg in Space	Find the hidden lever to launch Dr. Eggman into space
	Tractor Beam Tag	Three are bound by a beam and must catch the free one

2 ONE VS. THREE

	Wrong Way Climb	One player bombards the other on a treadmill as they race to the top
	Bungee Jump	One player tries to grab the Forcejewels offered by the others
	Manic Maze	One player controls the giant maze while the others try to not fall in the hole
	Soniccooking	One player tries to flip the others out of a giant cooking pan
	Gargantua	Dr. Eggman turns one player into a rampaging giant; the other players try to shoot them down
	Eggbot's Attack!	One player tries to stomp the others with giant mechanical legs
	Sonic DJ	One player controls a giant record, scratching and shocking it to affect the other players



3 STAGE CLEAR

	Sonic Surfing	Race to the end of the tidal wave
	Sky Diving	Race to land on the balloon first
	Earth Quake	Race down the misty road while avoiding hazards
	Stop the Train	Press A or B depending on the headlight color to stop the train
	Void Battle	Light the switches surrounding Void while avoiding his assault

4 TWO VS. TWO

	Sonic the Thief	Teams work to crack the combination on a series of safes
	Shoddy Work	One teammate drops a block to fit into the outline carried by the other
	Bucket-o-Rings	Teammates mine and transport Rings to a mine cart
	Bomb Relay	Toss a bomb back and forth on the run

5 ACCIDENTS

	Sonic Parasol	Control the one parasol to escape the intense sun and grab goodies
	Ring Tide	Grab Rings and avoid hazards amid crashing waves
	Rapid Climb	Keep your balance against the wind while wing walking
	Sky Bridge	Duck to stay aboard the plane flying too close to bridges
	Croc-Attack	Fight the crushing jaws of the crocodile to win Rings
	Ring of Fire	Time your jumps through fiery Rings to earn prizes
	Thru the Tunnel	Race to the first car, ducking under obstacles
	Ring Lasso	Quickly grab the treasures from passing cargo cars
	Final Frontier	Grab Rings and avoid flamethrowers on constantly shifting platforms

CHARACTERS

Each character has a signature perk and unique Special Card battle ability. Sonic, Tails, Knuckles, and Amy are the default characters for Story Mode. Big, Chao, Gamma, and Super Sonic are reserved for Versus Mode and Toy Box, the latter being selectable individual minigames.

SONIC

- + **Spin Dash:** If Sonic uses the same value card twice in a row, the second card's value will be doubled
- + **Light Speed Attack:** Sonic gets a roulette of 1-7



TAILS

- + **Propeller Flight:** Tails can fly between panels unique to him
- + **Rapid Spin Attack:** Tails draws two cards and uses their sum



KNUCKLES

- + **Climbing:** Knuckles climbs cliffs from tiles unique to him
- + **Maximum Heat Attack:** Knuckles draws two cards and uses their sum



AMY

- + **Hammer Jump:** Amy leaps between tiles unique to her
- + **Revolving Hammer Attack:** Amy deals a guaranteed flat 5 damage



BIG

- + **Froggy:** If Big plays a 6, he can choose any value between 1 and 6 and will follow Froggy to that space
- + **Power Throw:** Big gets +1 to his roulette value



GAMMA

- + **Rolling Mode:** If Gamma plays a 4 or greater, he'll be immune to Minus Ring tiles
- + **Gun:** Gamma rolls two values from 1 to 3 and uses their sum



CHAO

- + **Lullaby:** If Chao fails to defeat an opponent, it doesn't retaliate and gets no special movement options



SUPER SONIC

- + **Light Speed Spin Dash:** If he plays the same value card repeatedly, he continually gets double its value
- + **Sonic Rumble:** In battle he rolls a minimum 4-6 in the roulette



2001

Sonic Adventure 2 / Sonic Adventure 2: Battle

RELEASE DATES (DREAMCAST)

US June 19, 2001

PAL June 23, 2001

JP June 23, 2001

RELEASE DATES (GAMECUBE)

US February 11, 2002

PAL May 3, 2002

JP December 20, 2001



JP key art

OVERVIEW

The sequel to the landmark *Sonic Adventure* takes all that was good before, refines it, and adds to it. Instead of six story campaigns across six play styles, *Sonic Adventure 2* focuses on three play styles across two campaigns: Hero Story and Dark Story.

Sonic's high-speed platforming is streamlined to be more about keeping your speed and racking up combos by smashing robots and performing tricks. He shares his play style with newcomer Shadow. Knuckles returns to hunting treasure with a more robust tracking radar. He shares his game style with newcomer Rouge. Tails and Dr. Eggman take their cue from Gamma and pilot bipedal mechas armed to the teeth.

Players are graded on their speed, Ring total, and points earned and are graded on a scale of E to A. Each stage comes with five missions, and achieving an A Rank across the board is no small feat.

The game was later ported to the Nintendo GameCube as *Sonic Adventure 2: Battle*. This revised and adapted version included new features to accommodate the absence of the Dreamcast's visual memory unit, including the ability to link to a Game Boy Advance!

STORY

Dr. Eggman has discovered the diary of his beloved grandfather, Prof. Gerald Robotnik. In it are the notes for his final experiment to create the ultimate life form: Project Shadow. Dr. Eggman invades a GUN installation to steal his grandfather's handiwork, only to discover a black hedgehog of incredible power. Thus begins a tragic tale of revenge fifty years in the making.

Shadow convinces Dr. Eggman to gather the seven Chaos Emeralds to power the Eclipse Cannon—a devastating energy weapon aboard the space colony ARK. They are joined by the jewel thief (and secret double agent) Rouge.

Sonic, mistaken by GUN for Shadow, is hunted down and captured. Tails and Amy are quick to mount a rescue, and together they realize a greater plot is going on. Knuckles, meanwhile, is forced to shatter the Master Emerald to keep it out of the hands of both Dr. Eggman and Rouge. His search for the shards ultimately leads him to link up with Sonic and the others.

The heroes invade Dr. Eggman's desert base and steal a space shuttle to reach the ARK. There, Sonic manages to disable the Eclipse Cannon with one of Tails's creations while Dr. Eggman plugs all the Chaos Emeralds into the colony's power core.

The result is Prof. Gerald's posthumous revenge. Fifty years ago, GUN stormed the ARK to seal the facility and eliminate everyone involved in the project. They took Shadow and the professor's research in the process. Maria—Gerald's granddaughter and Shadow's only friend—was murdered during the crisis. Now the ARK is on a crash course with the planet to avenge Maria's death.

Hero and villain unite in a last-ditch rush to stop the ARK and save the world. Amy helps Shadow realize his true promise to Maria, and he helps to stop the plan he set in motion. Super Sonic and Super Shadow manage to stop the ARK's descent—but seemingly at the cost of Shadow's life.

STAGES

HERO STORY

1 CITY ESCAPE



Sonic has escaped GUN custody and flees military pursuit.

2 WILD CANYON



Knuckles searches the desert ruins for Master Emerald shards.

3 PRISON LANE



Tails invades Prison Island to rescue Sonic.

4 METAL HARBOR



Sprung from Gerald's former cell by Amy, Sonic tears through the GUN naval base.

5 GREEN FOREST



After dueling with Shadow, Sonic races through the forest to warn his friends of the looming bomb threat.

6 PUMPKIN HILL



Knuckles's search leads him to the haunted jack-o'-mountains.

7 MISSION STREET



Tails flees from military pursuit.

8 AQUATIC MINE



Knuckles's search takes him to the flooded and haunted mines.

9 ROUTE 101



Tails tracks down the president's limo to learn where Dr. Eggman is hiding.

10 HIDDEN BASE



Tails blasts his way through Dr. Eggman's outer defenses.

11 PYRAMID CAVE



Sonic punches straight through to the heart of Dr. Eggman's base.

12 DEATH CHAMBER



Knuckles searches the desert base for the keys to access the launch hangar.

13 ETERNAL ENGINE



After a questionable landing (thanks to Knuckles), Tails seeks out and destroys the ARK's power generator.

14 METEOR HERD



Having lost some shards crashing on the ARK, Knuckles searches the colony's surface.

15 CRAZY GADGET



Sonic's efforts to sabotage the Eclipse Cannon are cut short as he races to rescue Tails and Amy from Dr. Eggman.

16 FINAL RUSH



Sonic navigates the very edges of the ARK to reach the barrel of the Eclipse Cannon.



DARK STORY

1 IRON GATE



Dr. Eggman invades a GUN stronghold seeking Project Shadow.

2 DRY LAGOON



Rouge searches the oasis for Master Emerald shards.

3 SAND OCEAN



Dr. Eggman expels GUN forces snooping around his base.

4 RADICAL HIGHWAY



Shadow flees GUN forces after stealing the green Chaos Emerald.

5 EGG QUARTERS



Rouge infiltrates Dr. Eggman's base to spy on his master plan.

6 LOST COLONY



Dr. Eggman follows Shadow's cryptic invitation to the ARK.

7 WEAPONS BED



Dr. Eggman rains fire on GUN's naval base as a distraction.

8 SECURITY HALL



Rouge raids GUN's vaults for three more Chaos Emeralds.

9 WHITE JUNGLE



After dueling with Sonic, Shadow races to save Rouge from the vault before Dr. Eggman's bombs detonate.

10 ROUTE 280



Rouge tracks down Tails to steal his yellow Chaos Emerald.

11 SKY RAIL



Shadow continues pursuit of Tails, revealing the heroes are headed for Dr. Eggman's base.

12 MAD SPACE



Rouge scrambles to pick up the shards Knuckles lost when the shuttle crashed.

13 COSMIC WALL



Dr. Eggman races to confront the heroes and stop them from foiling his plans.

14 FINAL CHASE



Shadow races to confront a mysterious saboteur heading for the Eclipse Cannon.

FINAL STORY

1 CANNON'S CORE



Hero and villain unite to stop the ARK's descent, each clearing the path for the other.

2 GREEN HILL



A full 3D reimagining of Sonic's very first stage, unlocked by obtaining all 180 emblems and all A Ranks.

MULTIPLAYER

Two players can race or battle in head-to-head competitions. The feature was expanded in the remastered *Sonic Adventure 2: Battle* with unique perks, animations, and voice clips added to previously unlockable skins.

1 FOOTRACE



Sonic, Shadow, Amy, or Metal Sonic go head to head in a race to the finish. Collecting Rings allows them to activate speed boosts, a remote attack, or a Time Stop. Metal Sonic is unique in that he can only activate Black Shield, which protects him from all attacks.

2 MECH BATTLE



Tails, Dr. Eggman, Chao, and Dark Chao (exclusive to *Sonic Adventure 2: Battle*) pilot their mechas in frantic combat. Cashing in different allotments of Rings grants more powerful special attacks.

3 TREASURE HUNT



Knuckles, Rouge, Tikal, and Chaos race to be the first to find the shard hidden on the map. Spend your Rings to activate special moves to damage or delay your opponent.

4 KART RACING



The whole playable roster take three courses in their own unique go-karts. Cashing in twenty Rings gives you a much-needed boost. New karts and the racer Eggrobo are unlocked by completing missions.

CHAO

You must find a Chao Container to first access the Chao World hub. Each stage has three, and the first always drops a Chao Key. Grabbing the key unlocks Chao World and takes you there once you complete the stage. The second crate holds a bushel of the stage's animals, while the third holds a rare Hero or Dark animal.

Everything about the Chao has been expanded upon this time around. In addition to a more robust stat system, Chao have two more evolutionary lines: Hero and Dark. Pampering your Chao with a Hero- or Dark-aligned character will start to skew them in that direction. Raising a Hero Chao or a Dark Chao unlocks their corresponding gardens.

In addition to the three gardens, players are given access to the Chao Kindergarten. Here they can learn more about Chao raising, change their names, check their growth potential, and shop for rare items in the Black Market.

These items include geometrically shaped fruit that can add bonus stamina if it suits your Chao's tastes, hats, toys, and eggs. The latter include colored eggs, shiny metallic eggs, and sparkling jewel eggs—for when you want to raise an extra-blingy Chao.

In addition to the regular and rare animals, players can harvest Chaos Drives from GUN robots. These color-coded items grant fewer stat points to your Chao but

allow you to focus on one stat, whereas animals grant a mixture as well as cosmetic features.

Raise your Chao and enter them into an all-new set of race courses. This time around you have constant supervision of your future champion and can spur them on at the cost of some stamina. Don't overtax them, though, or they'll fall asleep on the course.

In addition to the races, there is now Chao Karate. Your little champion must endure five back-to-back rounds of battle. In addition to their health, each Chao has a Zeal bar which depletes over time, especially if they miss a blow or take a hit. Run out of Zeal, and the Chao gives up the fight. Cheer them on to get them back on their feet and back in the fight.



UPGRADES

Upgrades are hidden in certain stages for each of the playable characters. While not all of them are required to progress, they make certain missions easier.

Who	What	Where
Sonic	 Light Shoes: Allows Sonic to follow a trail of Rings instantly	Metal Harbor
	 The Ancient Light: Charge it up in a Spin Dash, then unleash it to destroy enemies	Green Forest
	 Bounce Bracelet: Bounce Attack in place to bound higher	Pyramid Cave
	 Flame Ring: Somersault through metal crates	Crazy Gadget
	 Magic Gloves: Grab enemies via Magic Hands and turn them into a spherical projectile	City Escape
Tails	 Booster: Slow-descent hover thrusters	Mission Street
	 Bazooka: Gives the Volkan Cannon more punch	Eternal Engine
	 Laser Blaster: Targets more enemies with the laser cannon	Prison Lane
Knuckles	 Shovel Claw: Digs into soft earth for treasures	Pumpkin Hill
	 Air Necklace: Gives infinite breath underwater	Aquatic Mine
	 Hammer Gloves: Smashes steel containers	Death Chamber
	 Sunglasses: Reveals hidden items	Meteor Herd


FACTOIDS

Cut Content: The unlockable skins of the original and remastered versions are almost completely different. Omochao, driving a go-kart inspired by Opa-Opa, is exclusive to the original version of the game.

Did You Know? The president's secretary is a hidden voice-over. On the character voice screen, rotate the left stick clockwise until you hear a chime. Seriously!

Who	What	Where
Shadow	 Air Shoes: Gives him Sonic's Light Dash	White Jungle
	 Ancient Light: Same as Sonic	Sky Rail
	 Flame Ring: Smash through steel crates	Radical Highway
Eggman	 Jet Engine: Slow-descent hover jets	Lost Colony
	 Large Cannon: Blast open steel containers	Weapons Bed
	 Laser Blaster: Target more. Shoot more.	Iron Gate
	 Protective Armor: Health boost for the Egg Walker	Cosmic Wall
Rouge	 Pick Nails: Digs into soft earth to find treasures	Egg Quarters
	 Iron Boots: Kicks open iron crates	Mad Space
	 Treasure Scope: Reveals hidden items	Security Hall
All	 Mystic Melody: Play it near an ancient shrine to summon a glowing portal in the air	Variable

ITEMS

	High-Speed Shoes	Gives the user a temporary boost in speed
	Invincibility	Gives the user a few seconds of untouchable freedom
	Rings	Grants five, ten, or twenty Rings
	Shield	Allows one free hit
	Magnetic Shield	Draws Rings to you
	Extra Life	Lets you give that tricky part one more try
	Health	Restores the shields of the Cyclone or Egg Walker
	Bomb	Destroys all enemies onscreen

ENEMIES

ARTIFICIAL CHAOS

Water animated by a mechanical head



BEETLE SERIES

Floating pods armed with bombs, guns, or searchlights. Gold ones are worth 1,000 points!



BLUE EAGLE

GUN fighter jet capable of hovering



BUZZ BOMBER

The classic hornet badnik



CHOPPER

The classic leaping fish



E-1000

Dual-cannon knockoff of Gamma



GHOLA

Fire-flinging orb bot



GHOSTS

Boos are small fiendishly smiling creeps, while Boom Boos are their massive stitched-mouthed kin



HAWK SERIES

Large dual-engine crafts that fire glue, bullets, lasers, or use battering spikes



HORNET SERIES

Floating missile platforms, sometimes armed with lasers. The Phoenix model drops bomb pods.



HUNTER SERIES

Humanoid robots armed with different firearms and sometimes heavy shields



KIKI

Bomb-flinging monkey bot



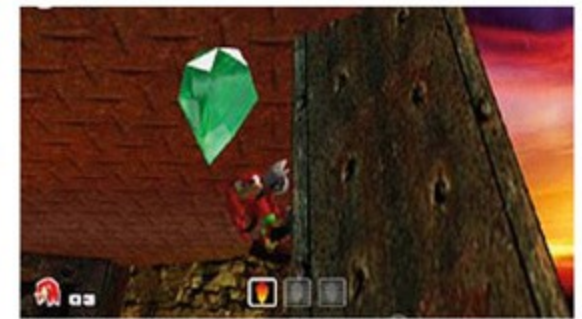
RHINO SERIES

Autonomous tanks armed with cannons, spikes, or extra shielding



UNIDUS

Spike-bearing patrol bot



ENEMY APPEARANCES IN ZONES

Artificial Chaos	Crazy Gadget, Eternal Engine, Meteor Herd, Final Chase, Cosmic Wall, Mad Space, Final Rush
Beetle Series	Green Forest, City Escape, Metal Harbor, Eternal Engine, White Jungle, Sand Ocean, Lost Colony, Crazy Gadget, Dry Lagoon, Security Hall, Prison Lane, Aquatic Mine, Radical Highway, Iron Gate, Sky Rail, Cosmic Wall
Blue Eagle	Metal Harbor, Mission Street, Radical Highway, Weapons Bed
Buzz Bomber	Green Hill
Chopper	Green Hill
E-1000	Pyramid Cave, Death Chamber, Egg Quarters
Ghola	Death Chamber
Ghosts	Pyramid Cave, Death Chamber, Pumpkin Hill, Aquatic Mine, Egg Quarters

ENEMY APPEARANCES IN ZONES (CONT.)

Hawk Series	Hidden Base, Final Rush, Weapons Bed, Meteor Herd, Lost Colony, Mad Space, Metal Harbor, Wild Canyon, Pumpkin Hill, Sky Rail, Iron Gate, Sand Ocean
Hornet Series	Prison Lane, Mission Street, Lost Colony, Cosmic Wall, Final Chase, Final Rush, Eternal Engine, Weapons Bed, Meteor Herd
Hunter Series	Crazy Gadget, City Escape, Prison Lane, Mission Street, Final Chase, Radical Highway, White Jungle, Security Hall, Green Forest, Iron Gate, Weapons Bed, Dry Lagoon
Kiki	Hidden Base, Egg Quarter
Rhino Series	Pumpkin Hill, Dry Lagoon, Wild Canyon, Sand Ocean, Lost Colony, Green Forest, Sky Rail, White Jungle, Aquatic Mine, Security Hall
Unidus	Hidden Base, Death Chamber



BOSSSES

BIOLIZARD



The monstrous prototype to the ultimate life form defends its life-support system with dark energy attacks and hails of unfertilized eggs.

EGG GOLEM



Dr. Eggman has repurposed an ancient guardian to fight Sonic. But when Sonic destroys its control mechanism, Dr. Eggman has to defend himself from the Golem.

FINALHAZARD



Fused with the ARK via Chaos Control, the Biolizard unleashes energy beams and hails of eggs to stop Super Sonic and Super Shadow.

HERO STORY

F-6T BIG FOOT



A bipedal GUN mecha with dual missile caches and a machine gun. Sonic fights it after City Escape.

KING BOOM BOO



The lord of ghosts haunts the pyramid base. Knuckles has to drag it out into the light by its shadow after completing Death Chamber.

DARK STORY

B-3X HOT SHOT



A bipedal GUN mecha with dual missile caches and a machine gun. Shadow battles it once Dr. Eggman completes Iron Gate.

R-1/A FLYING DOG



A flying variation on the Big Foot and Hot Shot. Rouge is confronted by it once she's raided Security Hall.

BOTH STORIES

ROUND 1 TAILS VS. EGGMAN



Tails comes to Amy's rescue aboard a GUN naval carrier. The battle ends in a draw with Tails going to save Sonic, and Eggman going to place bombs around the island.

ROUND 2 TAILS VS. EGGMAN



It seems Dr. Eggman has won! Tails fulfills Sonic's "dying" wish to protect Amy in an all-out battle aboard the ARK. Tails wins, but Dr. Eggman escapes with the Chaos Emeralds.

ROUND 1 SONIC VS. SHADOW



Sonic confronts Shadow for the first time deep in the green-white jungle forest. The battle is cut short as the bombs near detonation.

ROUND 2 SONIC VS. SHADOW



Sonic and Shadow race to the Eclipse Cannon as it prepares to fire. Sonic uses Tails's fake Chaos Emerald to match Shadow's Chaos Control, finally slamming it into the cannon's barrel and destroying it.

KNUCKLES VS. ROUGE



The showdown for the Master Emerald's shards takes place aboard the ARK. After a hard-fought battle, in a sign of respect for Knuckles, Rouge relinquishes her half.

FACTOID

Cut Content: You can set the voice-over for the menus to any of the playable characters. Dr. Eggman, Amy, and Maria were originally downloadable only in Japan but were unlockable in the Nintendo GameCube remaster *Sonic Adventure 2: Battle*.

NEW FACES

SHADOW THE HEDGEHOG

The ultimate life form created by Prof. Gerald in an effort to cure his granddaughter, Maria. Shadow shares all of Sonic's speed and acrobatics thanks in part to his rocket shoes. He also commands the technique Chaos Control, wherein he uses the energy of the Chaos Emeralds to warp space-time.



ROUGE THE BAT

A spy and a thief with her eye on the Master Emerald. She's taken on a job to infiltrate Dr. Eggman's inner circle in exchange for priceless jewels. In addition to being an expert treasure hunter, she's a fearsome fighter, able to go toe to toe with Knuckles. The two share a new upward-spiraling combo finisher and the ability to swim.



PROF. GERALD ROBOTNIK

Dr. Eggman's grandfather. He was behind many revolutionary research projects, including Emerl (*Sonic Battle*, page 140), the Artificial Chaos, and Shadow. While his initial ambition was to save lives, the death of Maria drove him mad. In his last days he manipulated Shadow's memories so he would become the agent of his posthumous revenge.

MARIA ROBOTNIK

A loving and generous girl suffering from NIDS (Neuro-Immune Deficiency Syndrome). She lived aboard the ARK so that the low gravity would keep her condition in remission. She was the light and joy to many aboard the ARK, and her death was a devastating blow to all. Her last act was trying to launch Shadow to safety within an escape pod. Her dying wish was that he would make the people of the world happy.

GUN

The Guardian Units of the Nation is a military organization that safeguards the United Federation. Their soldiers are supported by a wide array of autonomous robots and powerful mechas in addition to regular military vehicles. While not the corrupt organization they were fifty years ago, they don't seem too concerned with collateral damage.



CYCLONE

Okay, it's not a character, but it's Tails's new play style! He's further upgraded his iconic plane to transform it into a car and a bipedal battle mecha. Its default armaments include a Vulkan Cannon, a multitargeting laser cannon, and a stabbing Propeller Punch for melee attacks. Like Dr. Eggman's Egg Walker, it runs on a shield meter which can be refilled with Rings.



2002

Sonic Advance

RELEASE DATES

US February 5, 2002

PAL March 8, 2002

JP December 20, 2001



US cover art



OVERVIEW

Sonic and his friends return to their roots with a new 2D side-scrolling adventure. This time they're bringing their modern looks and abilities, and Sonic gets a new somersault technique. Tails keeps his tail-lashing skills, in addition to his flying and swimming skills, from *Sonic The Hedgehog 3*. Knuckles has added a one-two punch combo to his usual move set, as well as a mechanic to accommodate swimming. Amy can perform some unique acrobatics with her hammer but lacks the boys' Spin Dash and Spin Jump.

Using the Game Boy Advance's Link Cable, up to four players can compete or cooperate in three different game modes. If only one game cart is available, everyone can still play "Collect the Rings"—a free-for-all collect-a-thon where everyone competes without their unique abilities in order to keep things fair.

If everyone has a game cart, they have access to the Race and Chao Hunt modes. Race pits individuals and teams against each other in the zones and acts cleared by at least one player and features randomized item boxes. Chao Hunt is a second collect-a-thon where players find Chao or steal them from their opponents. Whoever holds the most at the end of three minutes wins!

Additionally, there is the Tiny Chao Garden, where players can play minigames to earn Rings, fruit, and other bonuses that can be transferred to their Chao Gardens in *Sonic Adventure DX* and *Sonic Adventure 2: Battle*.

STORY

Dr. Eggman is out to build his Eggman Empire. To do so he seeks out the power of the Chaos Emeralds with an army of robot slaves. Sonic and crew unite to stop him.

STAGES

1 NEO GREEN HILL ZONE



Speed over rolling beach dunes and layered boardwalks. **Boss:** **Egg Hammer Tank**. Battle for the bridge, timing your hits between swings of Dr. Eggman's massive hammer.

2 SECRET BASE ZONE



Bust into Dr. Eggman's base early, crossing the industrial nightmare on ziplines and pressurized chutes. **Boss:** **Egg Press**. Dr. Eggman leaps around on a giant spring, causing damaging shock waves.

3 CASINO PARADISE ZONE



Race through a neon-filled theme park using the balloons and flags to boost yourself along. **Boss: Egg Ball.** Dr. Eggman appears from one of eight pipes, but so does a spiked ball of doom. Keep your eyes peeled for the right target.

4 ICE MOUNTAIN ZONE



Snowy mountains give way to deep frozen lakes and frigid geysers. **Boss: Egg Spider.** Dr. Eggman clings to the top of the flooded cave, dropping deadly icicles from the ceiling. As they fall, they become the only perches on which Sonic can grab a breath or from which he can deal a hit.

5 ANGEL ISLAND ZONE



Return to Knuckles's home turf and explore unseen regions of the Sky Sanctuary's ruins. **Boss: Mecha Knuckles.** Knock the paint off this impostor, and he'll unleash his full power.

6 EGG ROCKET ZONE



It's a race against the clock as you fight your way up through each section of Dr. Eggman's space-bound rocket before they detach and fall away.

7 COSMIC ANGEL ZONE



Invalidate Dr. Eggman's space base, navigate the variable gravity, and never give up! **Boss: Egg Snake.** Dr. Eggman fires energy shots while moving along a massive chain. Bounce the chain to flip the spiked armor away and expose the cockpit.



8 X-ZONE

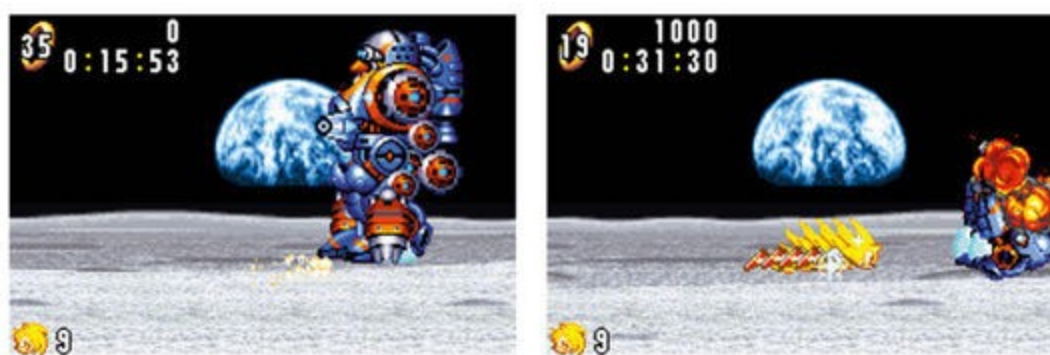


Move to the space base's exterior for a gauntlet of a boss battle. Dr. Eggman begins with his classic wrecking ball from *Sonic The Hedgehog* (page 8) and follows it with his drill tank from *Sonic The Hedgehog 2* (page 22). Just when you're sensing a pattern, he unleashes the Egg X.

The Egg X features an arsenal of weapons: a bomb launcher, a laser beam, and a mechanical hand on an extending arm that will smash you to the ground. As each weapon activates, you have a split second to dodge and deal a blow. Finish without all the Chaos Emeralds, and your character lands on the Tornado and is flown to safety. If you have all the Chaos Emeralds, Super Sonic takes off toward the real final fight.

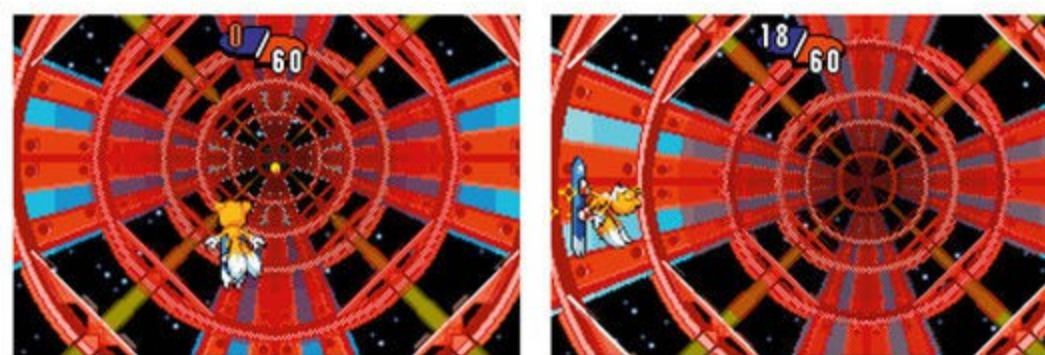


9 MOON ZONE



Super Sonic chases down Dr. Eggman in his Super Egg Robot. Dr. Eggman's plan is to wait out Super Sonic by delaying him with claw swipes, debris, and explosive laser fire. Clam-shaped robots will trap Super Sonic for a few precious seconds at a time. Smash the mecha's face, and Super Sonic will take his sweet time returning home to his worried friends.

10 SPECIAL STAGE



To access the Special Stage, you need to find a Special Spring hidden in each act. You typically get one shot, as the spring becomes inactive after one use. Once there you'll freefall on a snowboard. Grab enough Rings to clear each section to earn a Chaos Emerald, which are shared across characters' campaigns.

Avoid bombs and sometimes treacherous springs. Gain precious hang time via bumpers and perform tricks in the technique barriers to gain bonus Rings. Grab a Chao on your way to earn a Continue.



ENEMIES

DRISAME



Ambushes by burrowing out of underwater walls

GANIGANI



The fleet successor to Crabmeat

HANABII



A rolling, firework-spitting lizard bot

KEROKERO



A small frog bot that hops a bit when not standing in place

KIKI



Hurls bombs from the treetops

KURAA



A robo-jellyfish that produces an electric shield

LEON



Lashes its tongue like its *Sonic Adventure* kin

MIRROR



A flying armored turret

MOGU



Ambushes from hidey-holes in the floor

OCT



A flying sentry that shoots downward

PEN



A penguin bot looking for a snowball fight

PIERROT



A well-balanced clown bot who just wants to juggle

RHINOTANK



Attacks in tried-and-true "run 'em over" fashion

SENBON



A flying pufferfish bot that pops out deadly spikes

SLOT



Bat bots that swoop by and drop energy bombs

STINGER



A wasp bot that snipes from on high

TENTOU



A ladybug bot that flutters around the ceiling before taking its shot

WAMU



Hit its face as it flies around, like Catakiller, Jr., before it

YUKIMARU



A crawling, snowball-launching snowman



ENEMY APPEARANCES IN ZONES

Drisame	Ice Mountain Zone
Gamigami	Neo Green Hill Zone
Hanabii	Casino Paradise Zone
Kerokero	Neo Green Hill Zone
Kiki	Neo Green Hill Zone
Kuraa	Ice Mountain Zone
Leon	Angel Island Zone
Mirror	Egg Rocket Zone, Cosmic Angel Zone
Mogu	Secret Base Zone, Egg Rocket Zone, Cosmic Angel Zone
Oct	Egg Rocket Zone, Cosmic Angel Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Pen	Ice Mountain Zone
Pierrot	Casino Paradise Zone
Rhinotank	Neo Green Hill Zone, Angel Island Zone
Senbon	Secret Base Zone
Slot	Casino Paradise Zone
Stinger	Neo Green Hill Zone, Angel Island Zone
Tentou	Secret Base Zone
Wamu	Angel Island Zone
Yukimaru	Ice Mountain Zone

BOSSSES

BOSS APPEARANCES IN ZONES

Egg Ball	Casino Paradise Zone
Egg Hammer Tank	Neo Green Hill Zone
Egg Press	Secret Base Zone
Egg Snake	Cosmic Angel Zone
Egg Spider	Ice Mountain Zone
Mecha Knuckles	Angel Island Zone



Egg Ball



Egg Hammer Tank



Egg Press



Egg Snake



Egg Spider

NEW FACES

MECHA KNUCKLES

Don't let that off-color façade fool you—that isn't Knuckles! Mecha Knuckles restricts his attacks to Knuckles's repertoire while disguised but unleashes a missile barrage once his cover is blown. This is his first—and to date only—appearance.



2003

Sonic Advance 2

RELEASE DATES

US March 12, 2003

PAL March 21, 2003

JP December 19, 2002



US cover art



OVERVIEW

The focus of this sequel is speed. Yes, it's a Sonic game, so that should be obvious, but in comparison with its predecessor, *Sonic Advance 2* keeps the foot on the accelerator. The stages are geared toward rewarding high speeds and quick reaction times. A new mechanic sees each character "break the sound barrier" if they maintain their top speed long enough, gaining flashy afterimages and enhanced attacks. You can access the extra Gs faster by collecting Rings or hitting boosters in the stage.

Additionally, all characters can now perform midair stunts with the right shoulder button and directional pad. The different stunts can give the player a vertical or horizontal boost to reach hidden routes, while others can destroy enemies.

Unique to this outing, all of the bosses are fought on the run. Since there's no opportunity to turn back for dropped Rings, new ones spawn regularly during boss fights. Grabbing them while dodging attacks and trying to close the distance from your target can be tricky though.

The sequel is less generous with Chaos Emeralds, as each character must collect them separately rather than sharing them across campaigns. Additionally, players now have to track down seven Special Rings per act to get a single shot at the Special Stage. Furthermore, three of the playable characters must be unlocked by playing Sonic's campaign, while Amy is only accessible after earning 100 percent with the whole roster.

Multiplayer is limited to two game modes. If there's only one game cartridge to share, four players can enter into a free-for-all race to gather Rings. If everyone has a copy of the game, they can race through any zone that's been cleared by at least one player.

The Tiny Chao Garden also returns. Players unlock it by completing the game with one character who has all seven Chaos Emeralds.

STORY

Dr. Eggman is terrorizing a new island to facilitate the construction of his newest space base, the Egg Utopia, and he's taking prisoners! It's up to Sonic to liberate his friends and the island before taking the fight to Dr. Eggman's front door.

After suffering another humiliating defeat, Dr. Eggman grabs up a flock of birds to power his next round of badniks, kidnapping Cream's mother in the process. Sonic transforms into Super Sonic, saves Vanilla and the feathered friends, and sends Dr. Eggman packing once more.



STAGES

1 LEAF FOREST ZONE



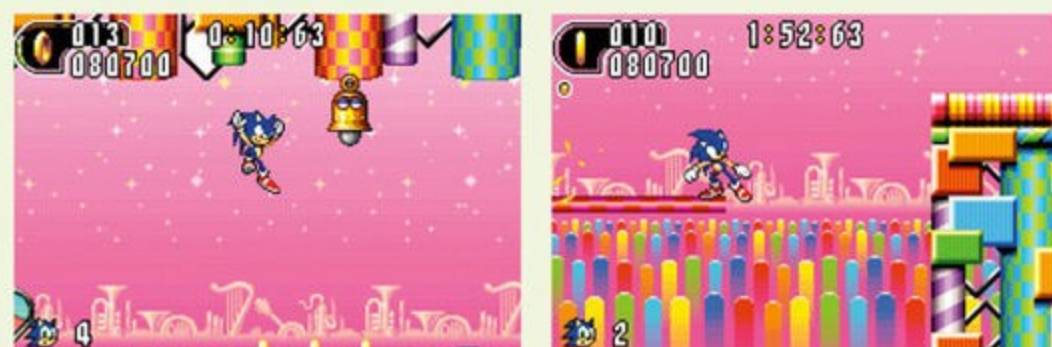
A verdant, somewhat mountainous stage with a hidden water feature in act 1. **Boss: Egg Hammer Tank II.** Dr. Eggman has kidnapped Cream! Close the distance while avoiding the extending hammer-wielding arm.

2 HOT CRATER ZONE



An infernal construction pit that grows hotter the deeper you go. Make use of the many handholds to avoid falling to a well-done doom. **Boss: Egg Bomber Tank.** Dr. Eggman launches explosives while retreating. Once you destroy the cannon, it becomes much harder to predict the angle from which the bombs will be launched.

3 MUSIC PLANT ZONE



A playground with colors as loud as the instruments built into it. Make beautiful music as you bounce, slide, and ding your way around the stage. **Boss: Egg Totem.** Dr. Eggman tries to flee with the kidnapped Tails. Destroy the guns mounted on the spiked platforms so you can climb up and attack the cockpit.

4 ICE PARADISE ZONE



A glittering frozen cityscape. Make sure to run into the orb launchers at top speed, or you'll drop to a less desirable path. **Boss: Aero Egg.** Rage incarnate. Dr. Eggman carpet-bombs your path while your only foothold to him flutters and flips behind him.

5 SKY CANYON ZONE



Use the windmills and your midair stunts to sail above the cloudy pathways and their hidden, deadly pitfalls. **Boss: Egg Saucer.** Knuckles has been tricked into piloting the rolling contraption. The crushing fist flails dangerously if you destroy the support turret.

6 TECHNO BASE ZONE



Invalidate Dr. Eggman's network by attacking the interior of his massive computer! **Boss: Egg-Go-Round.** Dr. Eggman slides down a rail with four platforms spinning around his vehicle's axis. The gold platforms sprout spikes, while the silver ones spin. Dodge the laser fire and use the platforms when they're stable to land a hit.



7 EGG UTOPIA ZONE



Dr. Eggman's newest space station trips you up with variable gravity and an assortment of devices to launch you across the rooms.

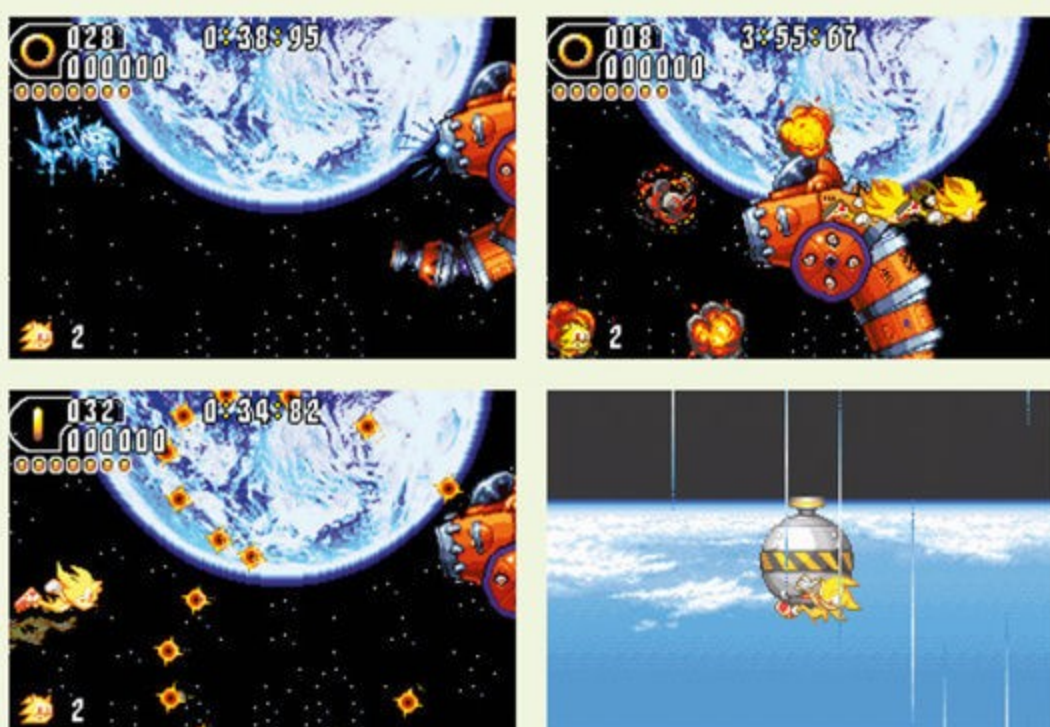
Boss: Egg Frog. Dr. Eggman leaps from floor to ceiling, carpet-bombing the surface he just left. Use the variable gravity to your advantage and jump between the floor and ceiling yourself.

8 XX ZONE



Race across the surface of Egg Utopia and battle a gauntlet of Dr. Eggman's previous war machines. Once cornered, he unleashes the Super Eggrobo Z. **Boss: Super Eggrobo Z.** The humanoid mecha launches spiked arms and a massive laser as moving platforms piston up from the ground. Wrestle the arms out of the way and smash its face in to beat the regular game.

9 TRUE AREA 53



Super Sonic chases Dr. Eggman's shrimp-like mecha through outer space. Dodge the various volleys of fireballs and knock the homing missiles back into the cockpit. If you're hit by the tail-mounted freeze ray, Dr. Eggman will suck Super Sonic into the machine and steal a whopping ten Rings.

10 SPECIAL STAGE

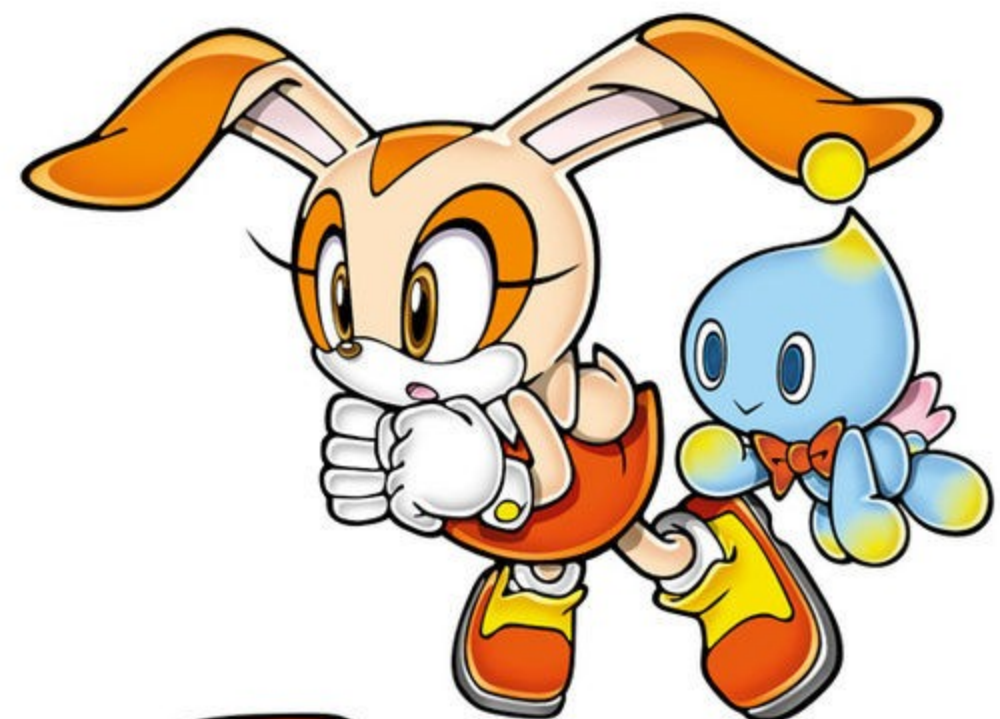


Accessed only by collecting seven Special Rings hidden throughout each act. The player must gather three hundred Rings in two minutes. Grabbing Rings in rapid succession builds a combo multiplier, maxing out at nine times the value. This combo disappears if you take too long to grab the next Ring or get ambushed by Zero. Zero will knock ten Rings from your counter, or if you're out of Rings, end the fun entirely.



MOVE SET

Character	Move	Description
Cream	Chao Attack	Launch Cheese as a projectile while running or in midair when jumping or flying
	Flying	Press A repeatedly in midair to flap her ears and soar
	Chao Rolling Attack	Press Down + B while in a Spin Jump, and Cheese will orbit Cream
	Step Attack	(While Boosting) Cream takes a large step with Cheese orbiting her
Tails	Tail Swipe	Press B to offensively slap them tails
	Propeller Flying	Press A repeatedly after a jump to fly higher or further
	Super Tail Swipe	(While Boosting) Press B to deliver a hit while on the run
Sonic	Double Spin Attack	The Insta-Shield returns by pressing A in midjump
	Skid Attack	Press B to perform a sliding kick
	Homing Attack	Press A in midjump near an enemy
	Bound	Press B in midair to come crashing down
	Super Skid	(While Boosting) Kick up flames and maintain your speed
Knuckles	Mid-Air Glide	Press A in midjump to glide slowly, bopping enemies with your fists
	Wall Climb	Glide or jump into a wall to climb it
	Drill Claw	Press B in midair to dive to the ground
	Spiral Attack	(While Boosting) Spinning punch while on the move
	Double Punch	Advance with a one-two combo
Amy	Head Slide	Press B to slide tackle while boosting
	Super Hammer Attack	Press B in midjump to add extra range to Amy's newly learned Spin Jump
	Mid-Air Hammer Swirl	Press Down + B in midjump for a spinning descent, bouncing up if you hit an enemy
	Spin Dash	Hold down and press B repeatedly, and Amy takes a running start before performing a Spin Dash



ENEMIES

BALLOON



A flying octopus bot that spits shots

BELL



A ceiling-clinging hazard

CIRCUS



A ball-juggling jerk

FLICKEY



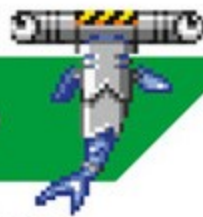
A bird bot trailed by mines. Nostalgic!

GEJI-GEJI



Patrolling centipede bot

HAMMERHEAD



A leaping platform

KIKI



The infamous monkey bot returns!

KOURA



Turtle bot with a defensive spring

KUBINAGA



Mounted fire spitter

KURA-KURA



Flying, fire-flailing jellyfish bot

KYURA



Swift, laser-firing bot shaped like wings

MADILLO



It rolls along the ground to attack. Nostalgic!

MON



Monkey bot that flips out

MOUSE



Tiny scurrying nuisance

PEN



It's changed tactics and now launches at Sonic!

PIKO-PIKO



Clown bot who rips off Amy's style

SOL



The ever-popular flaming Orbinaut

SPINA



The helicopter bat bot returns!

STAR



Orb protected by spinning barbs

STINGER



It's traded blasters for stingers

STRAW



Dive-bomber that travels in trios

YADO



Sniper that hides under its shell



ENEMY APPEARANCES IN ZONES

Balloon	Ice Paradise Zone
Bell	Music Plant Zone
Circus	Music Plant Zone
Flickey	Techno Base Zone
Geji-Geji	Egg Utopia Zone
Hammerhead	Ice Paradise Zone
Kiki	Leaf Forest Zone
Koura	Hot Crater Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Kubinaga	Hot Crater Zone
Kura-Kura	Hot Crater Zone
Kyura	Techno Base Zone
Madillo	Sky Canyon Zone
Mon	Leaf Forest Zone
Mouse	Egg Utopia Zone
Pen	Ice Paradise Zone
Piko-Piko	Music Plant Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Sol	Hot Crater Zone
Spina	Egg Utopia Zone
Star	Techno Base Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Stinger	Leaf Forest Zone, Sky Canyon Zone, Egg Utopia Zone
Straw	Sky Canyon Zone
Yado	Music Plant Zone

BOSSSES

BOSS APPEARANCES IN ZONES

Aero Egg	Ice Paradise Zone
Egg Bomber Tank	Hot Crater Zone
Egg Frog	Egg Utopia Zone
Egg Hammer Tank II	Leaf Forest Zone

BOSS APPEARANCES IN ZONES (CONT.)

Egg Saucer	Sky Canyon Zone
Egg Totem	Music Plant Zone
Egg-Go-Round	Techno Base Zone
Super Eggrobo Z	XX Zone



Aero Egg



Egg Bomber Tank



Egg Frog



Egg Hammer Tank II



Egg Saucer



Egg Totem



Egg-Go-Round



Super Eggrobo Z

NEW FACES

CREAM THE RABBIT & CHEESE

Cream makes her official debut when Sonic rescues her from Dr. Eggman in Leaf Forest Zone. Young, sweet, and exceptionally well mannered, Cream isn't your typical adventurer. She can fly by flapping her large ears like wings, covering more ground horizontally than Tails does with his more vertically oriented flight. She's joined by her stalwart companion, Cheese the Chao. With a simple command, Cream can send him to dive-bomb any enemy onscreen or add extra range to her Spin Jump. They make for an impressive power duo. Cream's mother, Vanilla, also debuts during the endgame when she's kidnapped (accidentally?) by Dr. Eggman.



2004

Sonic Heroes

RELEASE DATES (GAMECUBE)

US January 6, 2004

PAL February 6, 2004

JP December 30, 2003

RELEASE DATES (PLAYSTATION 2, XBOX)

US January 27, 2004

PAL February 6, 2004

JP December 30, 2003



US PS2 cover art

OVERVIEW

Taking a sharp turn from the tragic tales of past wrongs affecting the present, *Sonic Heroes* embraces the color and whimsy of the classic *Sonic* style while utilizing some light role-playing game elements.

Players choose one of four teams that feature a Speed-type, a Flying-type, and a Power-type character. While the nuances of each skill type differ between characters, their effects are fairly universal and are required to surmount certain obstacles and bring certain enemies down faster. These moves can also be leveled up through three tiers by collecting power cores dropped by enemies or item boxes.

Players control one character at a time but can switch party members on the run. The other party members will fall into a formation, depending on who is leading. Collecting Rings and defeating enemies charges up the Team Gauge, which will clear the screen of enemies or deal massive damage to the boss when activated. It will also have a bonus effect unique to each team.

All the teams play the same stages in the same order, but each team's campaign differs in length, objectives, and enemy density. Mercifully, the Chaos Emeralds are shared across teams, making unlocking the final chapter of the game quicker and easier.

Achieving all A Ranks in all stages unlocks Super Hard Mode for Team Sonic, which offers a more challenging run through all fourteen stages. Additionally, several multiple race modes and a battle mode can be unlocked for two players by earning emblems in-game. Holding a pair of buttons on the character select screen will change your team to threatening "Metal skin" variants.

This is the first Sonic title to go multiplatform. With the tragic demise of the Dreamcast, Sega refocused itself as a software publisher. While Sonic had already had an outing on Nintendo's Game Boy Advance, this was the first mainline title to arrive on multiple consoles.

STORY

Team Sonic: "Dr. Eggman" sends a challenge to Sonic, Tails, and Knuckles to stop his plans for world domination. The trio set out to do what they do best while avoiding Team Rose and running afoul of Team Dark. While they deliver a critical blow to the Egg Fleet, they're unaware that they've played right into the hands of Neo Metal Sonic. **Gameplay:** Team Sonic's campaign sets the standards for all the others.



Team Rose: Amy, Cream, and Big are brought together by shared concern for their missing friends. Froggy and Cheese's brother Chocola seem to have been taken by Sonic. The three of them set out to find their lost pals (and in Amy's case, secure a date with Sonic). After narrowly missing Team Sonic and getting into a scuffle with Team Chaotix, they succeed in their mission—but not before Neo Metal Sonic has taken what he needs.

Gameplay: Team Rose's campaign is Easy Mode, with fewer enemies and shorter stages.

Team Dark: Rouge infiltrates one of Dr. Eggman's bases looking for his secret treasure. To her surprise, it's Shadow, kept in a stasis tube. At the same moment of Rouge's discovery, E-123 Omega is activated and the trio's first meeting quickly becomes violent. Once the three discover that Dr. Eggman is the key to achieving their respective goals—revenge for Omega, regaining lost memories for Shadow, and finding the true treasure

for Rouge—they decide to work together. An alliance of convenience. Little do they know they've inadvertently helped Neo Metal Sonic bring his plan to completion.

Gameplay: Team Dark's campaign is Hard Mode, with more challenging enemies and hazards.

Team Chaotix: The detectives are hired by a mysterious client via radio to perform a series of missions. The jobs lead them into scuffles with Team Rose and Team Dark and ultimately to their mystery employer—Dr. Eggman.

Gameplay: Team Chaotix's campaign is all about special objectives, usually tracking down targets.

Last Story: Dr. Eggman confesses to the Chaotix that he was usurped by Neo Metal Sonic. The rogue robot copied the biodata of Sonic, Shadow, and Chaos (via Froggy and Chocola) to transform into the all-powerful Metal Overlord. After taking a pummeling from the other heroes, he's brought down by Super Sonic and his friends.

STAGES

1 SEA GATE



A tutorial stage to get you familiar with the game's mechanics. Team Sonic only accesses it in Tutorial Mode, but Team Rose must complete it first for their campaign.

2 SEASIDE HILL



The checkered soil and ocean breeze should be familiar to any Sonic fan.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Find 10 hermit crabs	Find 20 hermit crabs

3 OCEAN PALACE



The whale-shaped island reveals whale-themed ruins.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Rescue the Chao without being detected by enemies



4 GRAND METROPOLIS



Race through the sprawling city full of glowing roadways and flying vehicles.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Destroy all the enemies within 8 minutes

5 POWER PLANT



Enter the HEXAeco facilities that have been taken over by the Eggman Empire.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 9 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Defeat 3 Gold Camerons	Defeat 5 Gold Camerons

6 CASINO PARK



Navigate the neon wonderland above a roulette-styled city.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Win 200 Rings	Win 500 Rings

7 BINGO HIGHWAY



Race down the roadways turned bingo tables. **Boss: Robot Carnival.** A gauntlet of regular enemies.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 6 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Collect 10 casino chips	Collect 20 casino chips



8 RAIL CANYON



Race through the yawning canyon on a network of rails.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Reach the Goal Ring	Reach the end in 6 minutes

9 BULLET STATION



Invade Dr. Eggman's train depot to track him down.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 6 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Destroy 30 Shadow Clone pods	Destroy 50 Shadow Clone pods

10 FROG FOREST



Explore the lush tropical jungle and grind on vines as they grow ahead of you.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 5 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Finish without being detected within 4 minutes

11 LOST JUNGLE



Giant frogs bring plant-growing rain, while poison frogs cause wilting acid rain.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 6 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Rescue 10 Chao	Rescue 20 Chao



12 HANG CASTLE



A haunted castle that can be magically flipped upside down, revealing secret truths.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 6 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Find 10 keys without being detected

13 MYSTIC MANSION



You made it inside the haunted house—now escape it alive!

Boss: Robot Storm. A gauntlet of regular enemies.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 7 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Blow out all 60 red torches	Blow out all 46 blue torches

14 EGG FLEET



Dr. Eggman has launched his armada of airships! Leap from ship to ship to stop their advance.

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 9 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Finish without being detected in 6 minutes

15 FINAL FORTRESS



Fight your way through the defense of the Egg Fleet's flagship before time runs out!

Team	Main Mission	Extra Mission
Sonic	Reach the Goal Ring	Reach the end in 6 minutes
Dark	Reach the Goal Ring	Defeat 100 enemies
Rose	Reach the Goal Ring	Collect 200 Rings
Chaotix	Find the keys to the client's cell	Find all 10 cell keys

16 SPECIAL STAGES



These can only be accessed by finding the Special Key in each stage and reaching the end without being hit. Doing so in odd-numbered stages leads to the Bonus Challenge, which awards extra lives. Even-numbered stages lead to the Emerald Challenge, where you must chase down the Chaos Emerald. You gain time and Power Gauge energy by collecting chains of orbs. Use that energy for brief boosts of speed to catch up to the escaping emerald.

- + **Normal Spheres:** Brightly colored orbs to fuel your chain multiplier
- + **Score Spheres:** Gold-starred blue orbs that give extra points
- + **Power Spheres:** Gold-starred red orbs that give extra Power Gauge energy
- + **Bombs:** Rob you of speed and Power Gauge

GAMEPLAY

SPEED TYPES

Sonic, Shadow, Amy, and Espio act as the Speed types for their teams. They play similarly to the speedy platforming from the *Sonic Adventure* series.

Universal Moves	
Homing Attack	Press Jump in midair near an enemy to home in on them.
Wind Gust	Creates a small vortex that flips some enemies or activates a spinning action on vertical poles. <ul style="list-style-type: none"> + Sonic: Blue Tornado, hits a localized spot + Shadow: Black Tornado, hits a localized spot + Amy: Tornado Hammer, fires ahead + Espio: Leaf Swirl, hits a localized spot
Rocket Accel	Hold Action to have your teammates give you a push.
Triangle Jump	Rapidly jump between evenly spaced walls. <ul style="list-style-type: none"> + Amy cannot perform this move
Spin	Briefly hold Action to boost ahead and attack.

Unique Moves

Invisibility	Espio activates Invisibility by performing Leaf Swirl. He can sneak past sleeping enemies and pass through laser grids.
Shuriken	Espio throws a ricocheting shuriken with the Action button.
Wall Cling	Espio will stick to walls indefinitely if he pauses during Triangle Jump.
Propeller Hammer	Amy will spin through the air briefly by jumping, then pressing and holding Jump.
Light Dash	Sonic and Shadow can rush along trails of Rings.



FLYING TYPES

Tails, Rouge, Cream, and Charmy act as the Flying types in their teams, reaching platforms too high for the others. While in formation they can reach certain switches.



Universal Moves

Thunder Shoot	Kick your teammates as projectiles, stunning or destroying enemies.
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Unique Moves

Dummy Ring Bomb	Tails and Rouge's solo move. Throw a fake item box that drops fake Rings.
Chao Attack	Cream's solo move. She sends Cheese to take care of business.
Sting	Charmy's solo move. Destroys enemies or activates Warp Flowers.



POWER TYPES

Knuckles, Omega, Big, and Vector act as the Power types for their teams. They can either lead, with their teammates automatically attacking nearby enemies, or they can carry their teammates as ammo. They break down certain barriers and make short work of the harder enemies.

Universal Moves

Launch Teammates	<p>Throw, shoot, swat, or spit your friends as projectiles at the enemy.</p> <ul style="list-style-type: none"> + Knuckles: Fire Dunk, aerial attack + Omega: Fire Launcher, aerial attack + Big: Fire Knock, standing or aerial attack + Vector: Fireball, standing or aerial attack
Team Glide	<p>Drift to the ground or rise on strong air currents.</p> <ul style="list-style-type: none"> + Triangle Dive: Teams Sonic and Dark link hands + Umbrella Descent: Big's fishing pole opens as an umbrella, and his team clings to him + Bubblegum Descent: Vector blows a massive bubblegum balloon, his team clinging to him

Universal Moves (cont.)

Circular Attack	<p>At level 1 or higher, after firing your teammates off, continue the combo to create an area-of-effect attack. The higher the level, the more dramatic and powerful the attack.</p> <ul style="list-style-type: none"> + Big: Circular Attack is called "Big Fishing" because he's special
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Unique Moves

Body Slam	<p>Press Action in midjump to slam to the ground.</p> <ul style="list-style-type: none"> + Big: Body Press, a belly flop + Vector: Hammer Down, a double-fisted slam
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TEAM BLAST

Each team gets a brief, unique bonus after they've activated their Team Blast.

Sonic Overdrive	Sonic can perform Light Attack, instantly destroying any enemy or projectile with the Action button.
Chaos Inferno	Time (and enemies) are stopped by Chaos Control.
Flower Festival	The party receives a level-up and either a shield or an Invincibility Shield. In two-player mode it obscures the opponent's screen and blocks them from swapping team leaders.
Chaotix Recital	All enemies destroyed during the Team Blast and its cooldown convert to Rings.
Super Sonic Overdrive	The only way to damage the final boss. There's no bonus effect, but isn't that enough?!





ENEMIES

CAMERON



A turtle tank that fires rings of energy. Smash it with a Power type or flip it with a Speed type. The Gold Cameron variants must be flipped.

EGG PAWN



The new standard foot soldier to the Eggman Empire. They carry a variety of melee, ranged, and defensive gear. Shield-bearing units can be disarmed by a Speed-type character.

E-2000



Advanced battle robot with a built-in shield and massive laser cannon. When confronted with a Flying-type formation it converts into a smaller fighter jet mode. The golden E-2000R model is even sturdier.

EGG BISHOP



Floating support unit that heals other robots. They convert into Egg Magicians when flipped by a Speed-type character.

EGG MAGICIAN



Floating attack unit that conjures Rings from your total. They convert into Egg Bishops when flipped by a Speed-type character.

FLAPPER



The flying equivalent to the Egg Pawn, with a wide variety of offensive and defensive customizations.

EGG HAMMER



Titanic robot with a massive hammer. Bait them into spinning so they get dizzy and fall over, or force them with a Power or Flying type. Their tiny heads are their weak point. The Heavy variant is harder.

EGG KNIGHT



A golden Egg Pawn commander. Destroying it will instantly wipe out its battalion.

FALCO



Raptor-like plane that can drop payloads of bombs or reinforcements.

KLAGEN



Jellyfish bot which will hold your party members captive. You lose a life if the whole team is caught.

RHINO LINER



Rail-mounted tank that can drop mines.

PUMPKIN GHOST



Jack-o'-lantern-headed spirit that loves to ambush the unsuspecting.



BOSSES

EGG ALBATROSS

An Egg Hawk docked to an attack blimp. Avoid the gunfire and spiked bombs to break off the lower wings, then the unwieldy blimp, and finally the Egg Hawk (again).



EGG EMPEROR



A flying battle mecha armed with missiles, a heavy shield, and an energy-throwing lance. Keep pace, or he'll charge with an unblockable attack. When he stops to duel, he calls in reinforcements to surround you.

EGG HAWK

A double-rotor attack plane. Destroy the gunner pods on each wing to stop their attacks or focus on Dr. Eggman in the cockpit.



METAL MADNESS



Teams Dark, Rose, and Chaotix each take turns assaulting the monster from all sides. His glowing weak points change color, showing which skill type he's currently immune to.

METAL OVERLORD



Super Sonic brings Tails and Knuckles into the stormy skies for the final fight. Deflect his various attacks to charge the Team Blast Gauge, then unleash a super beat-down. immune to.

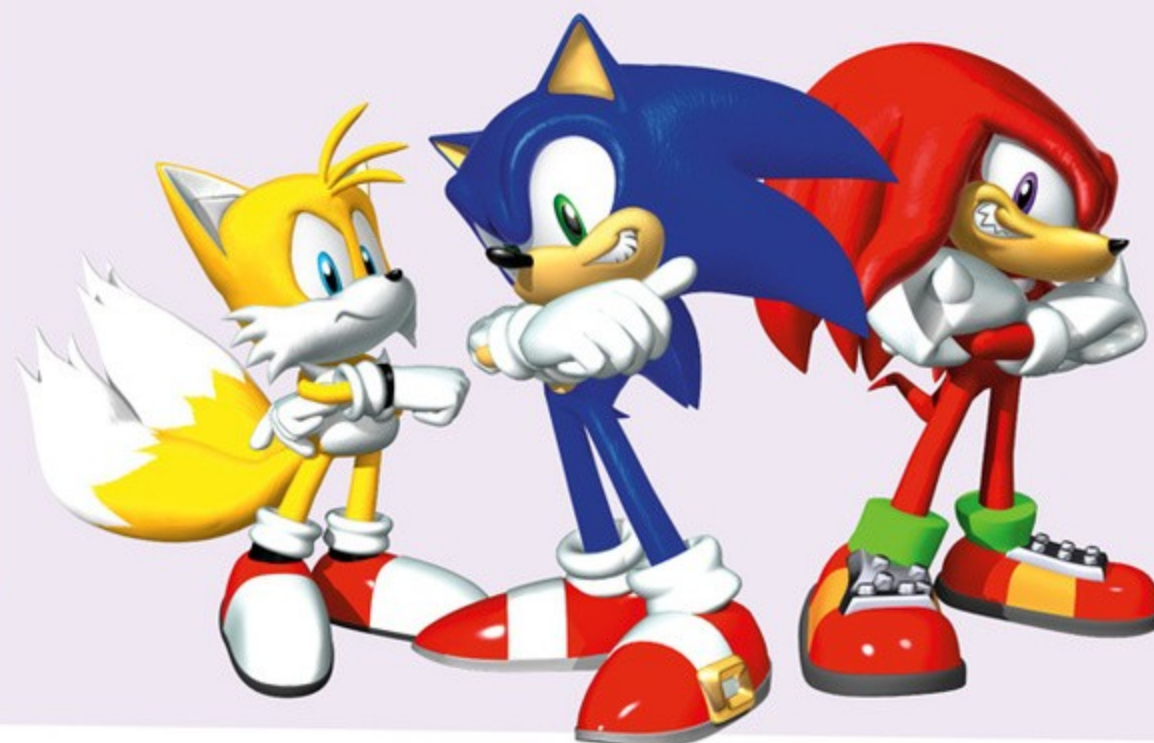


BOSS APPEARANCES IN ZONES

Egg Hawk	Ocean Palace
Team Sonic vs. Team Rose	Power Plant
Team Dark vs. Team Chaotix	Power Plant
Robot Carnival	Bingo Highway
Egg Albatross	Bullet Station
Team Sonic vs. Team Dark	Lost Jungle
Team Rose vs. Team Chaotix	Lost Jungle

BOSS APPEARANCES IN ZONES (CONT.)

Robot Storm	Mystic Mansion
Egg Emperor	Final Fortress



NEW FACES

E-123 OMEGA

The last of the E-100 line, Omega is a walking arsenal. He's furious that Dr. Eggman would waste his potential by locking him in a closet, not realizing it was to protect the facility. Now he's out for petty revenge, seeking to destroy all of Dr. Eggman's robots to prove himself the best.



NEO METAL SONIC

Metal Sonic is sporting a hardware upgrade, which allows him to copy the biodata of his victims and gain their unique abilities. Did he gain his megalomania by copying Dr. Eggman? The world may never know.



THE CHAOTIX DETECTIVE AGENCY

Vector the Crocodile, Espio the Chameleon, and Charmy Bee return from their long hiatus with new looks, motivations, and ages—they're effectively new characters. Vector is the skillful (if aloof) lead detective. Espio is now a gruff ninja, and Charmy is a rambunctious child. Together they take any case that pays—or touches their hearts (and they're big softies, so . . .).



2004

Sonic Battle

RELEASE DATES

US January 12, 2004

PAL February 27, 2004

JP December 4, 2003



US cover art



OVERVIEW

Sonic and his friends return to the fighting game genre in this unique story-driven arena brawler. Players control one of ten playable characters in free-for-all or team battles. The characters themselves are 2D sprites that move around a rotating 3D arena with simple geometric platforms and obstructions.

Each character has their own basic three-hit combo, moves designed to knock opponents away and follow them in midflight, and a variable special attack. These special attacks are either a heavy-hitting Power strike, a long-range Shot, or laying a Trap.

At the beginning of each round the player chooses to set their Power, Shot, and Trap attacks to their Ground, Air, and Defend slots for their special. A Ground Special is activated while standing on the ground, Air Specials are activated in the air, while the Defend will passively protect you from that style of attack. For example: if you set Power to your Defend slot, and your opponent uses a Power Special on you, it's instantly blocked.

Players have two bars: their health bar and their Ichikoro Gauge. The latter is filled as the player takes hits, blocks them, or heals while guarding. It will also be instantly filled if a would-be one-hit KO is stopped by your Defend Special. Once filled, your next Ground or Air Special will be a one-hit KO if you land it.

All of the characters' various moves are collected on Skill Cards, which can be collected throughout the game and applied to newcomer character Emerl. Emerl earns more Skill Points throughout the game, allowing him to equip more Skill Cards of greater strength. Most of these cards are gained by fighting each of the opponents, although some are unlocked by other means.

STORY

Dr. Eggman unearthed a Gizoid: a robot built by a long-lost civilization. When he couldn't get it to work, he trashed it. Tails found the unloved machine and discovered that it responded to the power of the Chaos Emeralds. This prompted Sonic to name it "Emerl."

Emerl is caught in a whirlwind adventure where he learns new fighting techniques and grows as an individual as he imprints on each of Sonic's friends. Tragically, Dr. Eggman finds a way to awake Emerl's destructive coding. Sonic is forced to put his friend down before the corrupted robot can destroy the world.

ARENAS

The stories lead each playable character into a variety of battle scenarios using each different arena. During the Emerl chapter certain arenas will host a specific character to train against and learn from.

1 AMY'S ROOM



Overloaded with frills and hearts, this is Amy's training ground.

Found in: Central City

Training Partner: Amy

2 BATTLE HIGHWAY



The roadways of Central City are always under construction.

Found in: Central City

Training Partner: Shadow

3 CHAO RUINS



The mountainside battlefield is littered with stone columns bearing Chao hieroglyphics.

Found in: Holy Summit

Training Partner: Knuckles

4 COLOSSEUM



A virtual training ground where Emerl can earn rare cards.

Found in: Emerald Town

Training Partner: n/a

5 CLUB ROUGE



A massive pinball table complete with giant bumpers and flippers.

Found in: Night Babylon

Training Partner: Rouge

6 DEATH EGG



A wide-open hangar that features the three final fights of the game.

Found in: Death Egg

Training Partner: n/a

7 EMERALD BEACH



The coastal battlefield is littered with massive rock formations.

Found in: Emerald Town

Training Partner: Sonic

8 GREEN HILL



The familiar checkered landscape is unlocked after completing Emerl's story.

Found in: n/a

Training Partner: n/a

9 HOLY SUMMIT



A frozen crater where Chaos appears to herald Dr. Eggman's looming threat.

Found in: Holy Summit

Training Partner: Chaos

10 LIBRARY



A natural science museum with access to the government's central computer.

Found in: Central City

Training Partner: Cream

11 METAL DEPOT



The claustrophobic warehouse run by Dr. Eggman.

Found in: Gimme Shelter

Training Partner: Chaos

Gamma



HUB MAPS

As each of the characters progress through their individual stories, they navigate a series of hub maps which in turn provide access to the various battle arenas.

1 CENTRAL CITY



The glittering city center outside of Emerald Town.

Arenas: Battle Highway, Library, Amy's Room

2 DEATH EGG



Dr. Eggman's orbital battle station, armed with a megalaser. **Arena:** Death Egg

3 EMERALD TOWN



Coastal suburbs just outside of the downtown area. **Arenas:** Battle Highway, Emerald Beach, Tails's Lab, Colosseum

4 GIMME SHELTER



Dr. Eggman's secret base "hidden" in Night Babylon. **Arena:** Metal Depot

5 HOLY SUMMIT



A mountainous region littered with ancient ruins.

Arenas: Chao Ruins, Crater

6 NIGHT BABYLON



A glitzy entertainment district that's home to Rouge's nightclub.

Arena: Club Rouge

MULTIPLAYER

In addition to the expected melee brawling, there are a variety of other minigames that require one or more game carts to play.

1 SONICLASH!



Spin Dash your opponents out of the pinball arena to score points! Unlocked from the start of the game. **Carts Needed:** 4
Characters: Sonic, Tails, Knuckles, Shadow

2 TAILS' FLY & GET



Avoid bombs while ascending to see who can get twenty Rings first. Unlocked after completing Tails's campaign. **Carts Needed:** 4
Characters: Tails, Cream, Chaos Gamma, Rouge

3 KNUCKLES'S MINE HUNT



Clear a minefield by marking suspected spots with Chao without setting anything off. Unlocked after completing Knuckles's campaign. **Carts Needed: 1**

Character: Knuckles

4 AMY'S TREASURE ISLAND



Race around the beach and dig up the most Chaos Emeralds first. Unlocked after completing Amy's campaign. **Carts Needed: 1**
Characters: Amy, Cream, Knuckles, Rouge

5 SEA GATE



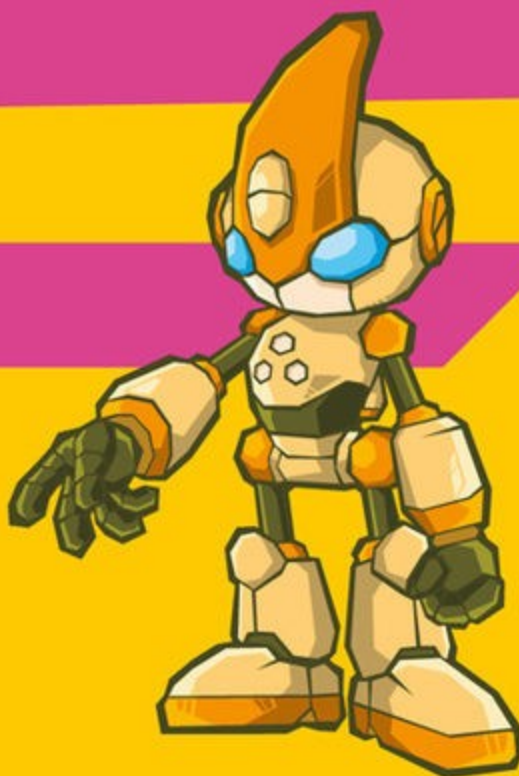
Sprint down the highway, hitting speed boosters and dodging obstacles. Unlocked after completing Shadow's campaign.

Carts Needed: 1 Characters: Shadow, Sonic, Tails, Knuckles

NEW FACES

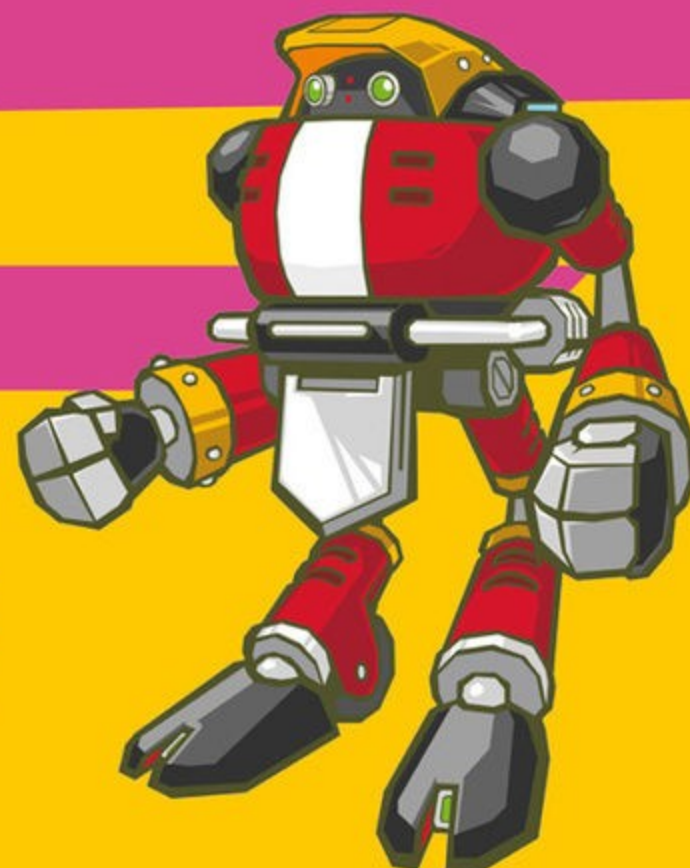
EMERL

A highly adaptive battle droid called a "Gizoid." He's drawn to the most powerful being around and gains new strength as he obtains each of the Chaos Emeralds.



CHAOS GAMMA

A violent battle droid modeled after E-102 Gamma and the basis for the Guard Robo line. He viciously seeks to prove his superiority so Dr. Eggman will upgrade him further.



E-121 Φ (PHI)

A series of battle droids modeled after Emerl. Each one specializes in mimicking one of the other fighters, but none have the versatility of their inspirations.



FACTOID

Cut Content: In *Sonic Chronicles: The Dark Brotherhood* (page 206), the Gizoids are revealed to be constructs of Nocturnus Clan, a group of ancient echidnas. But with the game being dropped from the official canon, Emerl's creators are once again a mystery.



2004

Sonic Advance 3

RELEASE DATES

US June 7, 2004

PAL June 18, 2004

JP June 17, 2004



US cover art



OVERVIEW

The final entry in the *Advance* trilogy goes out with a bang, as Sonic and his friends can now team up in multiple combinations that can change how you play the game. These combinations affect the availability of Boost Mode and Trick Actions from the previous installments.

The game progression differs significantly, as now you must navigate multiple hub worlds that lead to each of the zones' three acts and the boss encounter. Also found in these zone maps are Factory Rings. These give you access to your roster, previous zones, and the Chao Playground.

The Chao Playground acts as a tally sheet that shows how many of the ten Chao you've rescued from each zone and if you've acquired the regional Chaos Emerald. The emeralds are especially tricky to track down this time. First, you need to find all ten Chao in a zone. This will cause Special Keys to appear in each of the zone's acts. Bring that key to the Special Spring hidden in the Zone Map to unlock your *one shot* at the Special Stage. Otherwise you're going back for a new key and starting the process all over again.

STORY

Dr. Eggman has used the power of the Chaos Emeralds to unleash Chaos Control, splitting the world into pockets of reality. Sonic and Tails are separated from their friends and set out to both find them and mend the world. Along the way they encounter Dr. Eggman's newest creation: Gemerl. The fearsome battle droid learns from each encounter, growing stronger each time.

Upon Dr. Eggman's defeat, the Master Emerald's power restores the world. Gemerl steals the Chaos Emeralds from Sonic in retaliation and transforms into a vicious mechanical monster. Sonic transforms into Super Sonic, and with Dr. Eggman's help, stops Gemerl before he can unleash havoc.

Later, Tails finds Gemerl's broken body on the beach. He repairs and reprograms the robot for good, and Gemerl finds a new life of peace with Cream's family.



STAGES

1 ROUTE 99



Speed through the city, watching for road-raging badniks.

Bosses: Gemerl and Egg Hammer 3. Gemerl cuts his teeth on basic moves, then retreats to aid Dr. Eggman in his flailing armored hammer-cockpit.

2 SUNSET HILL



The familiar tropical setting and loop-the-loops are bathed in the warm hues of the setting sun. **Bosses: Gemerl and Egg Ball No. 2.** Gemerl has gained a few new moves, learning from his last defeat. He later joins Dr. Eggman in a giant rolling contraption. Activate the temporary platform to avoid being crushed.

3 OCEAN BASE



The underwater facility is flooded. Swim up the stream of the waterfalls or pump the switches on the giant fans to escape.

Boss: Egg Foot. Line yourself up between the mecha's leaping feet to score a hit as Dr. Eggman comes crashing down. Be wary of when it tries to fake you out and crush you.

4 TOY KINGDOM



A bright and cheery theme park turned deathtrap thanks to Dr. Eggman. **Bosses: Gemerl and Egg Cube.** Gemerl returns, this time packing homing missiles. Dr. Eggman attacks with a giant jack-in-the-box that launches toy soldiers, missiles, and a mace and chain. Brave the hazards and knock the contraption off the battle arena.

5 TWINKLE SNOW



A beautiful arctic scene lit by the northern lights. **Boss: Egg Chaser.** Dr. Eggman chases you up an icy tunnel, launching missiles as you climb unstable platforms. Drop those platforms right on his smug face.

6 CYBER TRACK



A dizzying cyberworld where up can become down, and pits await you above and below. **Bosses: Gemerl and Egg Pinball.** Gemerl fights faster and fiercer, shrugging off blows with a new shield ability. Dr. Eggman later launches ricocheting projectiles from his mobile turret. Hit them back at him to deal damage.

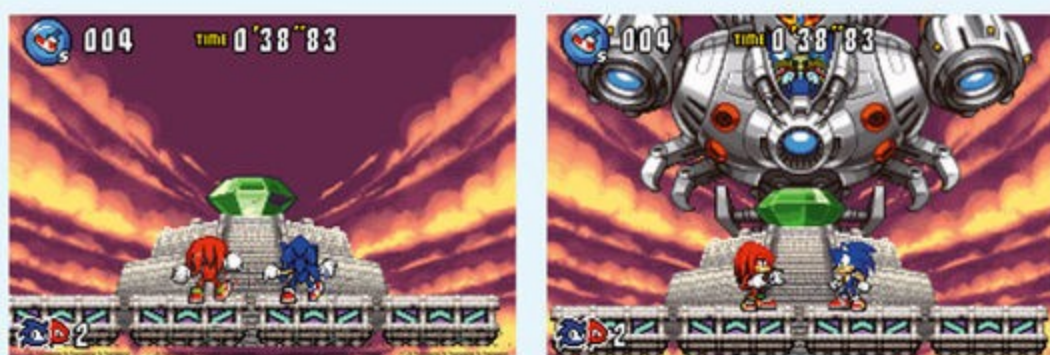
7 CHAOS ANGEL



Return to the floating ruins of Angel Island and fight your way to the Master Emerald shrine. **Boss: Egg Gravity.** Dr. Eggman and Gemerl copilot their craft along a springy bridge in a spike-lined chamber. Strike Gemerl to bounce Dr. Eggman into the spikes, taking care to not let yourself get launched.



8 ALTAR EMERALD



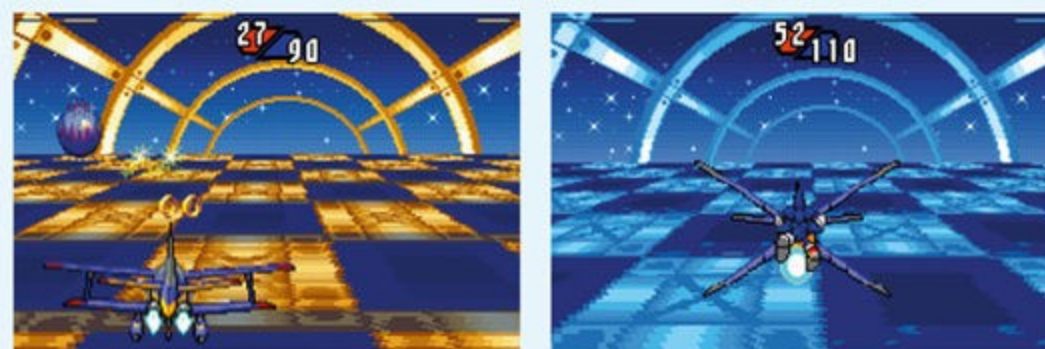
Gemerl makes his last stand, teleporting and raining down missiles in a bid to stop you from reaching the Master Emerald. Once beaten, he retreats and joins Dr. Eggman in his Hyper Eggrobo. Use its massive hands to reach the cockpit while avoiding their myriad attacks.

9 NONAGGRESSION



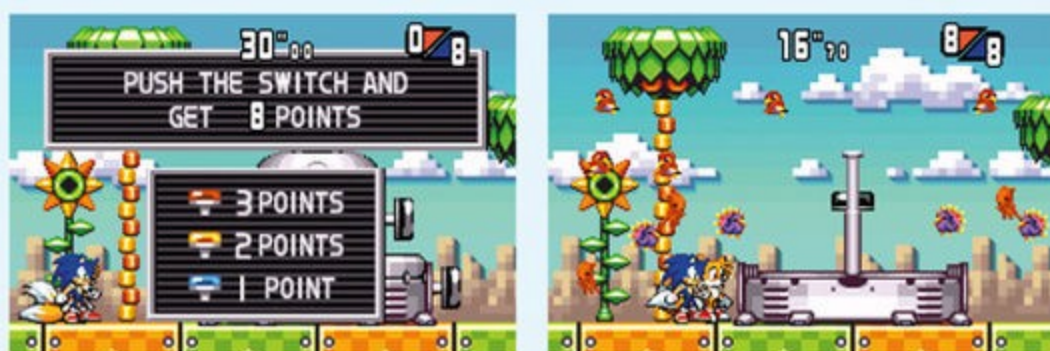
Ultimate Gemerl unleashes a variety of beam attacks to stun or drive back Super Sonic. Charge up Dr. Eggman's Egg Mobile with energy and fire it to knock Ultimate Gemerl for a loop and expose his weak point.

10 SPECIAL STAGE



Ride the wings of the Tornado 2 and collect enough Rings to earn a Chaos Emerald. Bombs and badniks will try to knock Rings off you and deny you of your prize. You can play them all consecutively by getting all seven emeralds, then putting in a special code on the Options screen.

11 BONUS STAGE: BREAK THE CAPSULE

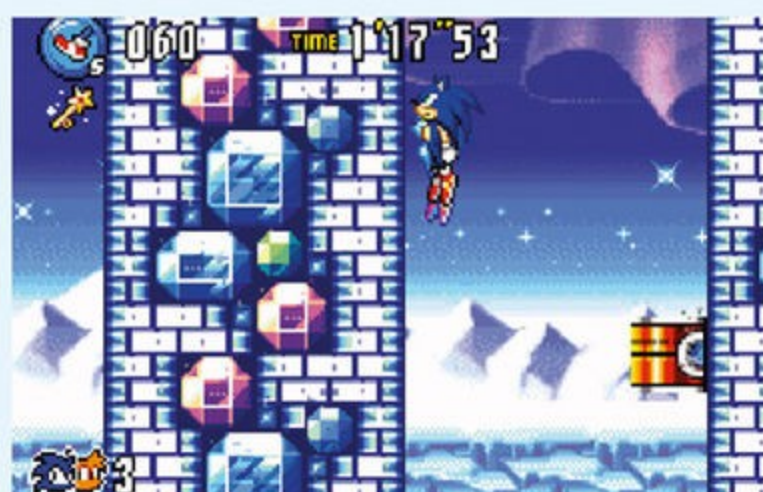


You have sixty seconds to hit all the switches on a giant Egg Prison capsule. The switches change color as they rapidly lose point value. Score enough points to break open the capsule and earn some extra lives.

12 BONUS STAGE: DEFEAT ALL ENEMIES



Hunt down the eight badniks hidden in each themed stage before time runs out. While badniks in the regular game drop Rings, these enemies will sprout flowers.

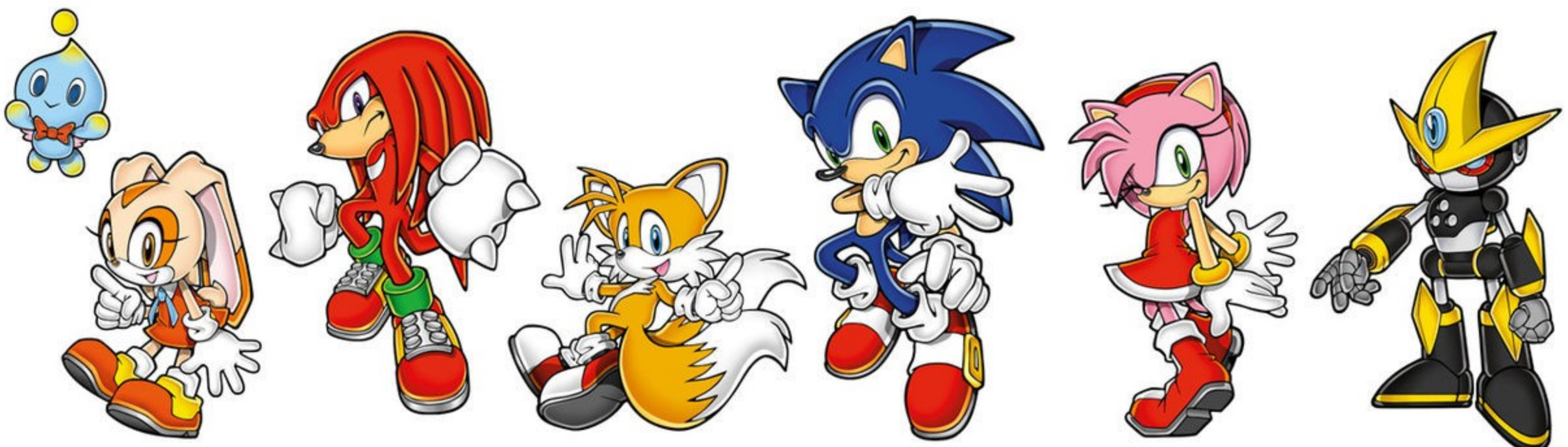


PARTNER MODIFIERS

Your choice in partner will change some of the attacks and actions of your leader character.

Leader	Partner	Perks
Sonic	Tails	Performs tricks off springs and ramps
	Knuckles	Somersault becomes more powerful; gets Insta-Shield, Bounce, and Upward Dash techniques
	Amy	Spin Jump now requires pressing B in midjump, somersault replaced with a Sonic-styled Piko Hammer, grinds on rails with a snowboard
	Cream	Gains Homing Attack, midair Dash Attack, and unlimited breathing underwater
Tails	Sonic	Performs tricks off springs and ramps, Tail Whip while running
	Knuckles	Gains Insta-Shield, Tail Whip upgraded to Tail Tornado, flight replaced with gliding and wearing boxing gloves, doggy paddle upgraded to breaststroke
	Amy	Spin Jump now requires pressing B in midjump, attacks on the ground or in flight with a Tails-themed Piko Hammer
	Cream	Flight is faster but shorter, gains Homing Attack
Knuckles	Sonic	Glide/climb replaced with Headbutt (unless underwater)
	Tails	Punch becomes Upper-cut, gains Double Jump when gliding
	Amy	Spin Jump now requires pressing B in midjump, Punch is replaced with a Knuckles-themed Piko Hammer, gains Drill Dive and dashes up walls while climbing
	Cream	Chao Attack replaces punches, gains Homing Attack

Leader	Partner	Perks
Amy	Sonic	Gains Spin Jump, Spin Dash, Air Dash, and Hammer Spin
	Tails	Gains Lunge Step, Face Dive, balloons for slow descent, and extra height when using the Hammer Swing in midair
	Knuckles	Piko Hammer is powered up, gains Peel-Out, Hammer Spin, and Forward Flip
	Cream	Performs Trick Actions off springs and ramps
Cream	Sonic	Cheese only attacks in a straight line, gains life ring surface swimming
	Tails	Flight replaced with slow-descent umbrella
	Knuckles	Cheese orbits Cream, auto-attacks enemies in range
	Amy	Spin Jump now requires pressing B in midjump, ground attack replaced with Cream-themed Piko Hammer, gains Hip Drop



TEAMS

There's a number of team combinations you can utilize alone or with a second player as each of Sonic's friends are unlocked and added to the roster.

SPEED TYPE

Any team with Sonic. They can employ Boost Mode.



FLYING TYPE

A team with Amy that includes Tails or Cream. Built for exploration.



POWER TYPE

Any team with Knuckles but without Sonic. Deal extra damage and access exclusive routes.



UNBREAKABLE BOND

Sonic and Tails. Perform Trick Actions off springs or gimmicks.



FIGHTING BUDDIES

Sonic and Knuckles. Boost Mode coupled with barrier-breaking power.



LOVELY COUPLE

Sonic and Amy. If Amy is the computer-controlled support character, she gains unique, adoring animations.



TEAM JUBILEE

Amy and Cream. Perform Trick Actions off springs or gimmicks.



TAG ACTIONS

If the player holds the R Bumper, their lead character will pick up their partner. Releasing R Bumper will result in the Tag Action, which varies based on the partner character and whether you're on the ground or in the air. In two-player mode, both players can initiate Tag Actions.

Partner	Ground Action	Air Action
Sonic	Propels leader into Boost Mode	Same action
Tails	Leader leaps high into the air	Tails carries the leader into the air
Knuckles	Leader throws him as a projectile	Leader surfs on Knuckles as he glides
Amy	Hammers the leader high into the air	Leader is launched high into a Spin Jump
Cream	Cheese takes the form of the leader and can be ordered to attack	Same, plus Double Jump
Dr. Eggman	Super Sonic charges the Egg Mobile with energy and launches the craft to break Gemerl's defenses, opening it up for attack	



ENEMIES

ENEMY APPEARANCES IN ZONES

Akatento	Route 99
Aotento	Route 99
Ape	Sunset Hill, Chaos Angel
Bu-Bu	Toy Kingdom
Clam	Cyber Track
Condor	Route 99
Gaogao	Toy Kingdom
Gekogeko	Sunset Hill
Ginpe	Twinkle Snow
Guards	Toy Kingdom
Guruguru	Cyber Track
Hariisen	Twinkle Snow
Jousun	Ocean Base

ENEMY APPEARANCES IN ZONES (CONT.)

Juggling	Toy Kingdom
Kamaki	Cyber Track
Kyacchaa	Cyber Track
Marun	Chaos Angel
Minimole	Sunset Hill
Muukaden	Chaos Angel
Spinner	Route 99, Ocean Base, Chaos Angel
Stinger	Sunset Hill, Chaos Angel
Takkon	Ocean Base
Uutsubo	Ocean Base
Yadokk	Twinkle Snow
Yukigasen	Twinkle Snow



Akatento



Aotento



Ape



Bu-Bu



Clam



Condor



Gaogao



Gekogeko



Ginpe



Guards



Guruguru



Hariisen



Jousun



Juggling



Kamaki



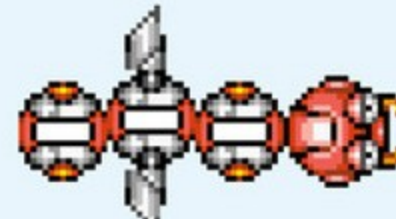
Kyacchaa



Marun



Minimole



Muukaden



Spinner



Stinger



Takkon



Uutsubo



Yadokk



Yukigasen



2005

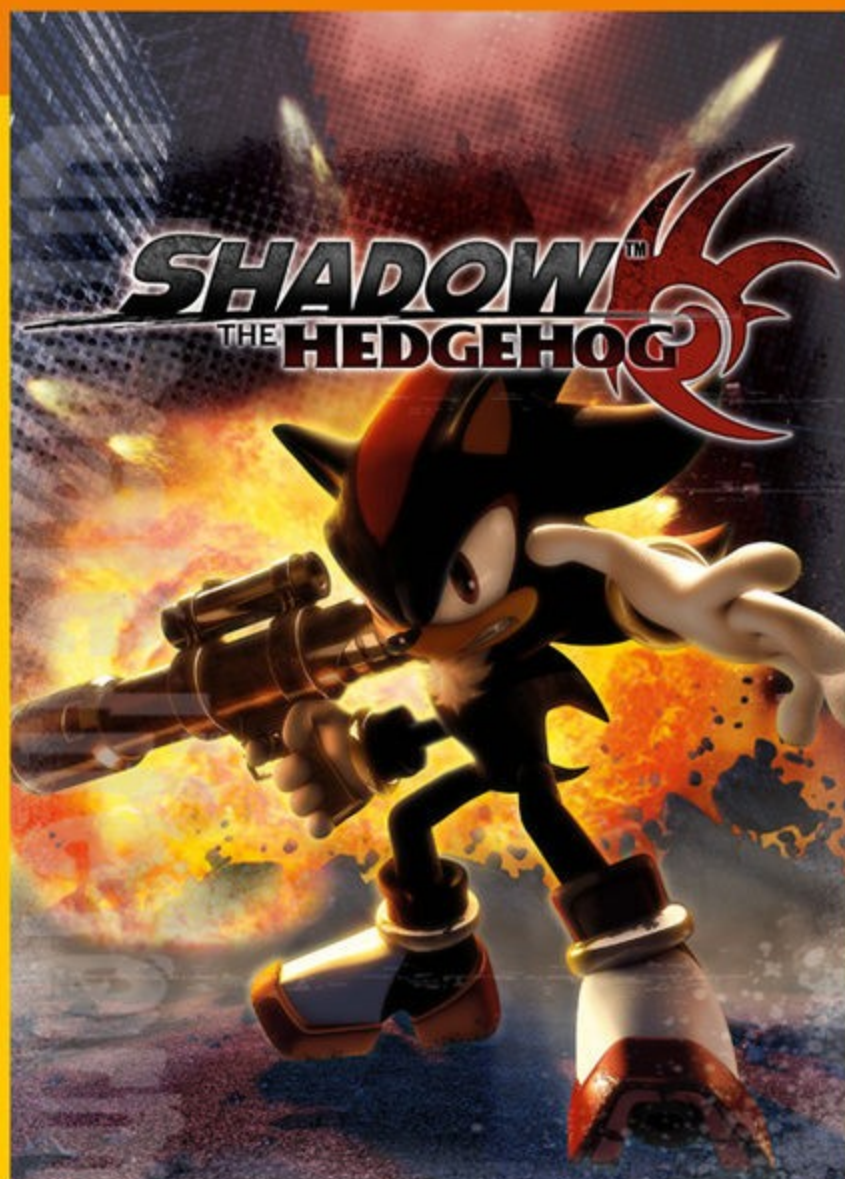
Shadow The Hedgehog

RELEASE DATES

US November 15, 2005

PAL November 11, 2005

JP December 15, 2005



US key art



OVERVIEW

The first spinoff in ages focuses on Sonic's grim rival, Shadow, and his quest for the truth. The absolute core mechanics should be familiar to anyone playing since the *Sonic Adventure* days—high-speed running, platforming, and using the Homing Attack to defeat enemies and/or cross gaps.

The main new feature is the combat mechanics. Shadow has access to a vast arsenal of firearms, explosives, and melee weapons. Scattered throughout most of the levels are varying types of vehicles, ranging from the everyday to armed walkers or flying aliens. Shadow's actions also fill one of two gauges. Defeating evil opponents fills the Hero Gauge, which, once full, allows Shadow to warp through most of the stage or freeze time in a boss battle with Chaos Control. Filling the Dark Gauge by defeating good enemies earns a screen-clearing Chaos Blast.

Another unique feature is the branching story line. Each level comes with multiple missions testing Shadow's morality. Players can have Shadow be a brave-hearted hero, a black-hearted villain, or a self-serving android. These lead to ten possible endings across *three hundred twenty-six* possible routes, all with unique titles. Seeing all ten endings unlocks the final, true ending to the game.

STORY

Shadow is still grappling with cloudy memories when the Black Comet returns after fifty years and brings alien invaders. Shadow is confronted by Black Doom, the leader of the alien marauders, and told to join the invasion. Shadow, having no idea what's going on, investigates.

From there it's up to the player on how things proceed. Following the Hero Routes generally sees Shadow teaming up with Sonic and his friends to support GUN and fight the invasion. Dark Routes typically see Shadow join Black Doom and bring devastation. The Neutral Routes say the true Shadow died and the titular character is an android copy.

All of this is rendered moot with the true final chapter as Shadow learns Prof. Gerald made a devil's bargain with Black Doom to create Shadow. Shadow was meant to be the world's protector. Using the power of the Chaos Emeralds, Super Shadow lays waste to the Black Comet and the entire Black Arms army. During the battle, Dr. Eggman confirms he's the real deal, rescued from his fall in *Sonic Adventure 2* by one of Dr. Eggman's robots. With the enemy slain, Shadow resolves to move on from his past and forge his own identity.

STAGES

STAGE 1

WESTOPOLIS



Shadow races through the city under siege by the Black Arms.

- + **Hero Mission:** Join Sonic in defeating the Black Arms
- + **Neutral Mission:** Collect the green and blue Chaos Emeralds
- + **Dark Mission:** Eliminate the GUN forces

STAGE 2

HERO: LETHAL HIGHWAY



Black Doom has found the Yellow Chaos Emerald and is escaping the city.

- + **Hero Mission:** Help Sonic destroy the escaping Black Tank
- + **Neutral Mission:** n/a
- + **Dark Mission:** Escape the ruined city
- + **Boss: Black Bull.** A bulbous bat-winged, fire-breathing beast. Focus your attacks on its single eye before it can burn Westopolis to the ground.

NEUTRAL: GLYPHIC CANYON



The Black Arms invade the two-thousand-year-old ruins to activate long-hidden power cores.

- + **Hero Mission:** Help Knuckles drive back the Black Arms
- + **Neutral Mission:** Retrieve the Yellow Chaos Emerald
- + **Dark Mission:** Activate the jeweled power cores

DARK: DIGITAL CIRCUIT



Shadow and Rouge are transported into GUN's mainframe.

- + **Hero Mission:** Help Rouge retrieve the Yellow Chaos Emerald
- + **Neutral Mission:** n/a
- + **Dark Mission:** Destroy the core programming

STAGE 3

HERO: CIRCUS PARK



Shadow voices his frustration with finding the fourth Chaos Emerald. A meme is born.

- + **Hero Mission:** Help Tails collect 400 Rings
- + **Neutral Mission:** Find the gray Chaos Emerald
- + **Dark Mission:** Follow Eggman's order and drive out GUN's forces

NEUTRAL: PRISON ISLAND



Shadow returns to Prison Island, which is being fought over by GUN and the Black Arms.

- + **Hero Mission:** Help Charmy find top-secret intelligence
- + **Neutral Mission:** Find the gray Chaos Emerald
- + **Dark Mission:** Drive out GUN for Black Doom



DARK: CRYPTIC CASTLE



Dr. Eggman has made a base in a haunted castle. This causes everyone problems.

- + **Hero Mission:** Help Amy find Cream and Cheese
- + **Neutral Mission:** Escape the castle
- + **Dark Mission:** Light all the giant lanterns for Eggman
- + **Boss: Egg Breaker.** Dr. Eggman pilots a mech armed with a spiked mace that can be launched across the arena. Load up on firearms and take him down from a distance.

STAGE 4

TRUE HERO: DEATH RUINS



The Black Arms are pulling out of the jungle with GUN in pursuit.

- + **Hero Mission:** Join Rouge in routing the Black Arms
- + **Neutral Mission:** n/a
- + **Dark Mission:** Join the Black Arms' tactical retreat
- + **Boss: Black Bull**

HERO: MAD MATRIX



Shadow finds the Chaotix investigating Dr. Eggman and jumps into the doctor's mainframe.

- + **Hero Mission:** Help Espio access all the terminals
- + **Neutral Mission:** Escape the digital realm
- + **Dark Mission:** Activate all the Black Arms' bombs
- + **Boss: Egg Breaker**

NEUTRAL: SKY TROOPS



The ruins of Glyphic Canyon have taken flight as the Black Arms' new aerial navy.

- + **Hero Mission:** Destroy the airship's jeweled power cores
- + **Neutral Mission:** Reach Dr. Eggman's flagship
- + **Dark Mission:** Sink Dr. Eggman's flying fleet

DARK: THE DOOM



Shadow gets lost in his own memories of GUN's invasion of the ARK fifty years ago.

- + **Hero Mission:** Help Maria find and rescue the researchers
- + **Neutral Mission:** Save yourself and escape
- + **Dark Mission:** Give in to Black Doom's will and destroy the soldiers
- + **Boss: Heavy Dog.** A flying tank armed with multiple rocket launchers. Break the launchers off and give it a taste of its own medicine.

TRUE DARK: CENTRAL CITY



The capital of the United Federation is being invaded by the Black Arms.

- + **Hero Mission:** Help Knuckles find and disarm all the bombs around town
- + **Neutral Mission:** n/a
- + **Dark Mission:** Set off the giant bomb and destroy the city

STAGE 5

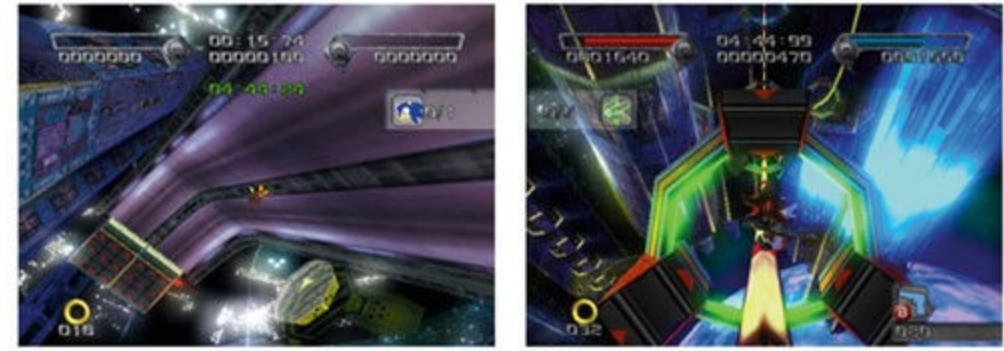
TRUE HERO: LOST IMPACT



Shadow gets lost in his own memories of a tragedy aboard the ARK.

- + **Hero Mission:** Protect Maria as you pacify the wild Artificial Chaos
- + **Neutral Mission:** Find Prof. Gerald's laboratory
- + **Dark Mission:** n/a

HERO: SPACE GADGET



The war has moved to space as GUN and the Black Arms fight to control the ARK.

- + **Hero Mission:** Race Sonic to find the turquoise Chaos Emerald
- + **Neutral Mission:** Find the Chaos Emerald for yourself
- + **Dark Mission:** Disable the ARK's defenses for Black Doom

NEUTRAL: IRON JUNGLE



Shadow braves the defenses outside Dr. Eggman's stronghold.

- + **Hero Mission:** Help Omega shoot down Dr. Eggman's airship before it lands safely
- + **Neutral Mission:** Find the entrance to the base
- + **Dark Mission:** Drive out GUN's forces for Dr. Eggman
- + **Boss:** Egg Breaker

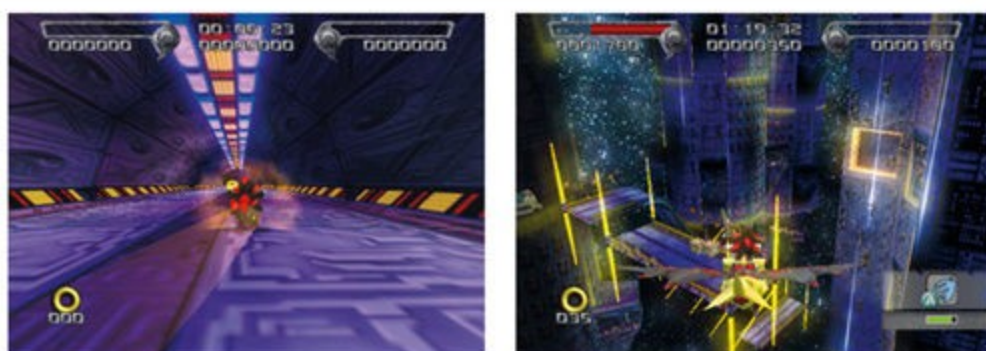
DARK: AIR FLEET



The UF president is fleeing the invasion to the safety of a GUN flying battleship.

- + **Hero Mission:** Help Tails protect the president from the Black Arms
- + **Neutral Mission:** Steal the turquoise Chaos Emerald
- + **Dark Mission:** Destroy the president's plane

TRUE DARK: THE ARK



The Black Arms invade the ARK to take command of the Eclipse Cannon.

- + **Hero Mission:** n/a
- + **Neutral Mission:** Infiltrate the ARK
- + **Dark Mission:** Destroy the ARK's defenses for Black Doom
- + **Boss:** Blue Falcon. A flying tank armed with multiple rocket launchers. Break the launchers off and give it a taste of its own medicine.

STAGE 6

TRUE HERO: FINAL HAUNT



GUN's forces have breached the Black Comet, home world of the Black Arms.

- + **Hero Mission:** Help Sonic find Black Doom
- + **Boss:** Black Doom. He uses Chaos Control to conjure all manner of projectiles. Take cover and strike when he lets his guard down.
- + **Neutral Mission:** n/a
- + **Dark Mission:** Activate the Black Comet's defenses for Black Doom
- + **Bosses:** Sonic and Diablon. The GUN commander pilots the incomplete but vicious battle mech Diablon, and Sonic is running support. Use Sonic's face as a steppingstone to attack the Diablon's head.



HERO: COSMIC FALL



The battle for the ARK is tearing it apart, with only fifteen minutes before it implodes.

- + **Hero Mission:** Help Vector find the computer room!
- + **Boss: Black Doom**
- + **Neutral Mission:** n/a
- + **Dark Mission:** Find the red Chaos Emerald
- + **Boss: Egg Dealer**

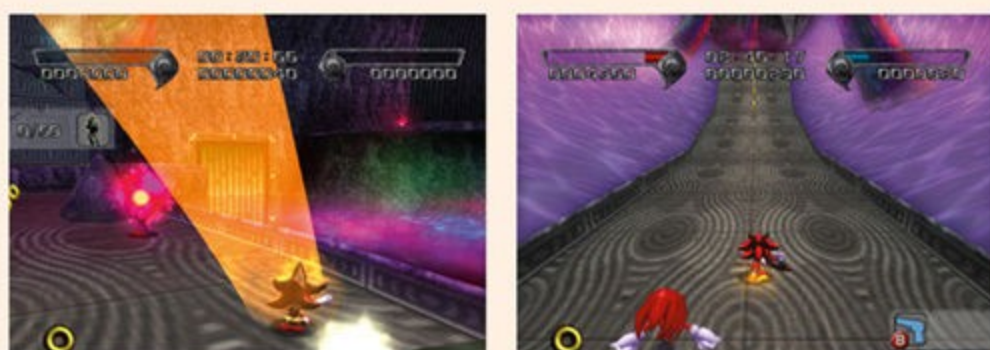
NEUTRAL: LAVA SHELTER



Shadow fights his way to the center of Dr. Eggman's volcano lair.

- + **Hero Mission:** Help Omega reach the center of the base
- + **Neutral Mission:** n/a
- + **Dark Mission:** Activate the lair's defenses for Dr. Eggman
- + **Boss: Egg Dealer.** A roulette machine on high-speed legs. Time your hits right so the Egg Dealer damages itself instead of summoning reinforcements.

DARK: BLACK COMET



As in the True Hero path, GUN's forces have breached the Black Comet, home world of the Black Arms.

- + **Hero Mission:** Help Knuckles fight to the center of the comet
- + **Boss: Egg Dealer**
- + **Neutral Mission:** n/a
- + **Dark Mission:** Rout the GUN forces
- + **Bosses: Sonic and Diablon**

TRUE DARK: GUN FORTRESS



The Black Arms have pushed GUN back to its secret mountain base.

- + **Hero Mission:** Help Rouge find the red Chaos Emerald
- + **Boss: Black Doom**
- + **Neutral Mission:** n/a
- + **Dark Mission:** Destroy GUN's mother computers, crippling their network
- + **Bosses: Sonic and Diablon**

STAGE 7

THE LAST WAY



Black Doom has used the Chaos Emeralds to move the Black Comet to the planet's surface and begins cultivating all life to feed his minions. Shadow tears through the Black Comet to destroy the alien overlord and save the world.

- + **Boss: Devil Doom.** Fly through the storm of debris as Super Shadow and hurl Chaos Spears at Doom's Eye as it swaps heads in Devil Doom.



WEAPONS

GENERAL

Shadow picks up fallen poles, torches, and other debris and uses them to bludgeon his opponents.

Black Arms Arsenal	
Flash Shot	A 20-round twin-barrel automatic laser blaster
Heavy Shot	A 30-round alien pistol
Light Shot	A 20-round short-range laser pistol
Ring Shot	A 20-round weapon that shoots rings of energy
Black Sword	A giant blade good for 6 swings
Dark Hammer	A hefty cudgel good for 6 swings
Big Barrel	An explosive launcher with 8 rounds
Black Barrel	A shorter-range version of Big Barrel
Refractor	A 20-round laser weapon whose shots can bounce off walls
Splitter	An enhanced Refractor with piercing shots
Big Worm Shooter	A high-powered launcher of explosive worms
Wide Worm Shooter	A multitargeting explosive-worm launcher
Worm Shooter	The base mode for your worm-launching needs
Vacuum Pod	A device that can "inhale" up to 20 targets



GUN Arsenal	
Gatling Gun	A high-powered 40-round long-range multibarrel automatic
Heavy Machine Gun	A high-powered 30-round long-range automatic
Pistol	A weak 10-round short-range handgun
Semi-Auto Rifle	A 30-round medium-range machine gun
Sub-Machine Gun	A weak 20-round short-range automatic
Survival Knife	A razor-sharp blade good for 6 swings
Bazooka	A 6-round short-range launcher
Grenade Launcher	A short-range launcher of 6 grenades
Tank Cannon	Unlocked by finding all the Secret Keys, it unleashes 4 overpowered shots
Laser Rifle	A 20-round beam weapon
4/8-Shot RPG	A shoulder-mounted launcher with lock-on targeting
RPG	A single-shot rocket launcher

Eggman Empire Arsenal	
Egg Gun	A 20-round laser blaster
Egg Spear	A lance good for 6 swings
Egg Bazooka	A 6-round launcher

SPECIAL ARSENAL

Special weapons only found in Shadow Crates. Their ammo capacity is upgraded once both versions of their unlocking stage are completed.

Egg Vacuum	Unlocked after beating Lava Shelter. Functions like the Vacuum Pod.
Heal Cannon	Unlocked after Final Haunt. Fires healing explosions that will turn enemy units friendly.
Omochoa Shooter	Unlocked after Cosmic Fall. Fires ricocheting Omochoa heads.

Samurai Blade	Unlocked after GUN Fortress. Causes damaging shock waves when swung.
Satellite Gun	Unlocked after Black Comet. Summons an orbital kill beam.
Shadow Rifle	Unlocked after Last Way. One-hit kill shots.



ENEMIES

BLACK ARMS

BLACK ASSASSIN

Elite soldier armed with teleporters and Refractors



BLACK HAWK

Flying creature that spits laser fire; some can be used as a flying mount (gold-armored versions are called Black Volt)



BLACK OAK

Towering enforcer usually armed with explosive or melee weapons



BLACK WARRIOR

The standard foot soldier for the Black Arms



BLACK WING

Small, weak flying creature that dive-bombs targets



WORM SERIES

Giant, burrowing enemy that spits explosive projectiles; includes Kill Worm, Death Worm, and Sand Worm varieties



DEATH LEECH

The pupal stage of all Black Arms, weak but voracious



KILLER PLANT

Indestructible, fire-breathing flora



RED FRUIT

The staple of the Black Arms' diet is explosive to the touch



GUN

ARK MISSILE TURRET

An automatic launcher aboard the space colony ARK



ARTIFICIAL CHAOS

Water given agency via a mechanical head



BIG FOOT

Bipedal battle walker; Type A has only a minigun, while Type B is armed with missile launchers



GIGA TROOPER

Giant mobile armor packing heavy ordnance



GUN SOLDIER

The standard foot soldier of the GUN military



GUN TROOPER

Smaller variant of the Giga Trooper



BEEBLE SERIES

Flying pods outfitted with guns, electric barriers, or rocket launchers; includes Gun, Mono, Rocket, Spark, and Gold Beetles



EGGMAN EMPIRE

JUGGLER SERIES

The Egg Bomber, Egg Pierrot, and Jack Bomber are all variations on the same theme: an Egg Pawn balanced atop a rolling object, juggling explosives



EGG PAWN

The standard foot soldier of the Eggman Empire



SHADOW ANDROID

Cheap knockoff of the original, outfitted with arm cannons



NEW FACES

GUN COMMANDER

The nameless head of GUN starts the game with his sights set on Shadow. He grew up aboard the ARK with Maria and happened to witness Shadow's creation. He initially blames Shadow for the loss of Maria, but once he learns the truth, he drops his vendetta.



BLACK DOOM

The hive mind of the Black Arms. Fifty years ago, he gave Prof. Gerald a sample of his DNA to produce an agent to help invade the planet. A master of Chaos Control, he supervises Shadow via Doom's Eye, a cyclopean tentacle monster. With the power of the Chaos Emeralds he transforms into the two-headed Devil Doom.



2005

Sonic Rush

RELEASE DATES

US November 15, 2005

PAL November 25, 2005

JP November 23, 2005



US cover art



OVERVIEW

Sonic Rush takes advantage of the Nintendo DS's™ dual screens to create a larger vertical space for the player. Sonic or Blaze can run from one screen to the other, or they may move on the bottom screen while the bosses menace them from the top.

While similar to the *Advance* series in terms of mechanics, this title adds the Tension Gauge. You fill this meter by performing tricks, defeating enemies, and grabbing power-ups. Once it's sufficiently filled, Sonic or Blaze can burst forward at blistering speed, mowing down anything in their wake.

The touchscreen is primarily used in the Special Stage (although you can poke Sonic and Blaze in the regular game to see how they react). Use your finger or stylus to steer Sonic back and forth in a halfpipe to grab Rings and avoid hazards.

STORY

Dr. Eggman has teamed up with the familiar-looking Eggman Nega to steal the Sol Emeralds and unlock the ultimate power. Blaze arrives in Sonic's dimension to retrieve the Sol Emeralds and put a stop to the Eggmen. Along the way she encounters Cream, Amy, and Knuckles. Through them she learns of the hero Sonic. Her cold demeanor is softened by Cream's undeniable friendliness.

Meanwhile, Sonic and Tails discover the Eggmen's plot has weakened the division between realities. Their dimension and Blaze's are set to merge. Sonic seeks out the Chaos Emeralds and aims to stop the villains from ruining not one world but two.

In the end, the villains reveal themselves and make their bid for double global domination. Using the two sets of emeralds, Super Sonic and Burning Blaze send the villains packing and destroy the dimensional division. Blaze is forced to return home for the good of all but now knows she has friends waiting for her.

STAGES

Sonic and Blaze play the same stages but in a different order.

1 LEAF STORM ZONE



Race along the massive boughs of this leafy forest. Use your Super Boost to escape the crushing giant wheel.

2 WATER PALACE ZONE



Navigate the sunken ruins on the outskirts of a coastal city. Use your Super Boost carefully to escape from drowning.

3 MIRAGE ROAD ZONE



Race through the ancient pyramid and fight your way out of ambush traps.

4 NIGHT CARNIVAL ZONE



Run through the glittering casino city. Activate switches to create roadways and rails of light so you can progress.

5 HUGE CRISIS ZONE



The GUN navy has made port. Race from ship to ship, battling GUN robots all the way.

6 ALTITUDE LIMIT



Zip between clouds on a network of grind rails. Soar across the sky via hang gliders.

7 DEAD LINE ZONE



Invade the villains' glass-domed space base. Be especially wary of hazards, as vacuums in the walls will steal your dropped Rings.

8 UNKNOWN



Called "F-Zone" in Sonic's campaign and "Point-W" in Blaze's campaign, it is the final regular boss. The villains' spaceship is in free fall as you fight their massive mecha.

9 EXCEPTION



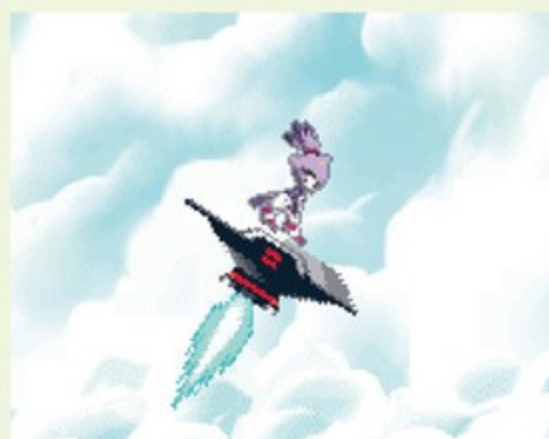
Super Sonic and Burning Blaze fly through the collapsing dimensional rift. The villains swap between screens to change opponents.

PLAY ORDER

Character	Location	Play Order
Sonic	Leaf Storm Zone	1
	Water Palace Zone	2
	Mirage Road Zone	3
	Night Carnival Zone	4
	Huge Crisis Zone	5
	Altitude Limit	6
	Dead Line Zone	7
Blaze	Night Carnival Zone	1
	Leaf Storm Zone	2

PLAY ORDER (CONT.)

Character	Location	Play Order
Blaze	Mirage Road Zone	3
	Water Palace Zone	4
	Altitude Limit	5
	Huge Crisis Zone	6
	Dead Line Zone	7



ENEMIES

EGGMAN EMPIRE

The shared forces of Dr. Eggman and Eggman Nega.

EGG BISHOP

It casts energy bolts to attack and cannot switch into Egg Magician



EGG FLAPPER

Flying enemy ripe for the smashing



EGG HAMMER

This model floats along, legless



EGG PAWN

The standard grunt robot



FALCO

A high-speed bird bot



KLAGEN

It drops bombs or raises electric fields rather than grab you this time



KNIGHT PAWN

An armored and armed Egg Pawn



SEA PAWN

Ignoring the name, it's an underwater Egg Flapper



GUN

Found only aboard the *Huge Crisis*.

BOMB HAWK

Flying pod that drops explosives



GUN HUNTER

Humanoid robot with gun arms



RHINO CANNON

Autonomous tank with a spring mounted on its back



BOSSES

EGG HAMMER MEGA

Race along the treetops as the long-armed mecha tries to crush you with its heavily armored cockpit.



EGG TURTLE

Fought on a flooded track. Dodge its belly flops and snapping attacks and strike when its guard is down.



EGG SCARAB

Knock the massive ball back at the boss, careful to only strike when the ball's spikes retract.



EGG LIBRA

Wait for the attack sphere to lose power, then strike it high so that the cockpit swings low enough to be hit.



EGG HAMMER FORTRESS



A faster version of the Mega, this time fought on the deck of the *Huge Crisis*.

EGG EAGLE

The giant bird bot swoops, fans, and launches missiles. Keep on your toes and strike once the cockpit is in range.



EGG SALAMANDER

Fight in the space between dimensions against a boss that can actually damage you in your Super form!

**SONIC/BLAZE**

The heroes reach an impasse and come to blows. Blaze fills the arena with pillars of flame, while Sonic whips up tornadoes.

EGG KING

Climb the mammoth machine to reach its weak point. Strike fast before it can destroy the very platform you're on!

**BOSS APPEARANCES IN ZONES**

Egg Eagle	Altitude Limit
Egg Hammer Fortress	Huge Crisis Zone
Egg Hammer Mega	Leaf Storm Zone
Egg King	Unknown
Egg Libra	Night Carnival Zone

BOSS APPEARANCES IN ZONES (CONT.)

Egg Salamander	Exception
Egg Scarab	Mirage Road Zone
Egg Turtle	Water Palace Zone
Sonic/Blaze	Dead Line Zone

NEW FACES**BLAZE THE CAT**

The imperial princess of the Sol Empire and guardian of the Sol Emeralds. She hails from an alternate dimension not too different from Sonic's and possesses formidable fire powers. These dangerous powers have left her with few friends, and she begins the adventure as a stoic and standoffish person. She can utilize the power of the Sol Emeralds to transform into Burning Blaze.

**EGGMAN NEGA**

A fair bit of mystery and confusion lingers around him. He's the descendant of Dr. Eggman from some point in the future. He's able to freely travel across time and dimensions in his bid to enshrine the Eggman name in glory. Unlike his forebear, he's more refined in his demeanor but also more ruthless. Where Dr. Eggman will retreat to fight another day, Nega will take himself and everyone with him into oblivion if it means denying his enemy victory.



2006

Sonic The Hedgehog (2006)

RELEASE DATES

US November 14, 2006

PAL November 24, 2006

JP December 21, 2006



US PS3 cover art



OVERVIEW

The fifteenth-anniversary title, popularly known as "Sonic '06," was meant to be the foundation for a new direction to the franchise. A darker tone, more realistic art style, and symphonic soundtrack were used to redefine *Sonic*.

The game centers around Sonic, Shadow, and newcomer Silver as they follow their own stories, crossing over with each other at various points. They reach each of the nine regular Action Stages via the three Adventure Field hubs. Many of their Action Stages are interspersed with Amigo Action segments, where the player suddenly switches to one of the supporting characters.

Sonic's gameplay remains fairly faithful to the *Sonic Adventure* style with high-speed platforming. Some of his Action Stages include "Mach Speed" sections, where Sonic races through a gauntlet at breakneck speed without stopping. Players can outfit his shoes with gems, giving him unique new abilities.

Shadow plays similarly to Sonic but with a greater focus on combat. He can home in on enemies and unleash a punishing combo of kicks and punches. He also finds various GUN vehicles to cross certain terrain and uses their weapons to destroy specific targets.

Silver makes full use of the newly acquired Havok engine by using his psychic powers to grab and manipulate objects. He moves at a much slower pace, using his psychokinesis to solve environmental puzzles and handle hordes of enemies by throwing their projectiles back at them.

The Amigo characters consist of:

- + **Tails:** Limited free flight and first-person throwing of fake Ring item pods
- + **Knuckles:** Glides, climbs, stuns enemies with Hammer Punch, and mows them down with his flying Screwdriver attack
- + **Amy:** Vertical Double Jump and temporary invisibility
- + **Rouge:** Glides, climbs, and uses both grenades and stationary explosives
- + **Omega:** Hover jets and autotargeting lasers
- + **Blaze:** Swiftly attacks foes with the fiery Fire Claw, Accelerator Tornado, and Spinning Claw

STORY

Given that this is a time-travel story, we'll start at the beginning.

Ten years ago, the Duke of Soleanna attempted to harness the time-traveling powers of the fire god Solaris. He had hoped to resurrect his wife but instead split the god into the fiery Iblis and shadowy Mephiles. The time-traveling Shadow and Silver sealed Mephiles into the Scepter of Darkness while the duke sealed Iblis into his daughter, Princess Elise.

Elise was cursed to never cry, lest she unleash the power within her.

In the present, Dr. Eggman invades Soleanna to kidnap Elise and have her reveal the secrets of the Flames of Disaster. Sonic arrives on the scene just in time to rescue Elise, setting off a continuous back-and-forth adventure of “rescue the princess.” Along the way the Scepter of Darkness is shattered, releasing Mephiles. The dark creature takes on Shadow’s form and begins his centuries-long plan to be reunited with Iblis. Silver and Blaze, arriving from the future, hunt down Sonic—the presumed “Iblis Trigger.”

The heroes are collectively stranded some two hundred years in the future through various means. There they find a world ravaged by fire as Iblis grows in size and power, unchecked. Sonic and Shadow are able to return everyone to the present with the power of Dual Chaos Control.

For a moment it looks like the heroes are succeeding. Sonic and Silver successfully free Elise from Dr. Eggman and bring down his Egg Carrier. Shadow and Team Dark fight

through Mephiles’s army of shadows. Silver and Blaze return to their future, where Blaze seals Iblis inside herself and is lost to another dimension. But Mephiles will not be deterred.

Mephiles ambushes and murders Sonic in front of Elise. Heartbroken, Elise gives in to despair and releases Iblis from her soul. Mephiles uses the Chaos Emeralds to fuse with Iblis and become Solaris once more, threatening to end all of time. Dr. Eggman and Sonic’s friends come together to collect the Chaos Emeralds from the corners of the shattered spacetime. With their power, and true love’s kiss, Elise resurrects Sonic as Super Sonic. The golden hero gifts his power to Super Shadow and Super Silver. Together the trio stop the mad god Solaris.

As time resets, Sonic and Elise find themselves in the Soleanna labs before the duke’s disastrous experiments. With Sonic’s encouragement, Elise snuffs out Solaris in its most basic state, undoing all the destruction. Though Sonic and Elise will never meet, Dr. Eggman will never invade, and the world is safe.

STAGES: ADVENTURE FIELDS

1 CASTLE TOWN



A picturesque old city divided by a network of canals. Here you’ll find the holy pyre, the cathedral, and, on the horizon, the royal castle.

Access: Soleanna Forest, Wave Ocean, Dusty Desert

2 SOLEANNA FOREST



A sprawling forest filled with ruins, mountains, and gorgeous lakes.

Access: Castle Town, New City, Kingdom Valley, Tropical Jungle

3 NEW CITY



The modern half of Soleanna is host to both commercial shipping and recreational boating.

Access: Soleanna Forest, Radial Train



STAGES: ACTION STAGES

Who plays through each Action Stage, with or without Amigos, is highly variable. Some Amigo characters get to access the stages solo in extra missions. These are denoted as “E#” to show when they happen in relation to the main character’s progression.

1 WAVE OCEAN



A rocky coastal area built up with boardwalks and piers. Watch out for the superaggressive orcas!

2 DUSTY DESERT



Sprawling ruins are buried in waves of sand. Use the giant pool balls to unlock certain doors.



3 WHITE ACROPOLIS

The snow-covered mountains are home to Dr. Eggman's newest base. Beware the searchlights and laser grids.

4 CRISIS CITY

The flame-gutted ruins of New City in the far future. Flee the flaming tornado that is actively attacking you.

5 FLAME CORE

Fight your way through the volcanic valley and pitch-black tunnels to reach the volcano where Iblis rests.

6 RADICAL TRAIN

Chase down Dr. Eggman's train through the steep Soleanna Valley. Destroy the robots guarding the gateways to get through.

7 TROPICAL JUNGLE

Run along massive boughs, swing and bounce off mushrooms, and navigate the ruins to cross this flooded jungle.

8 KINGDOM VALLEY

Ancient ruins stand at the bottom of this flooded valley. Use the crumbling architecture to your advantage, but watch it doesn't fall on your head!

9 AQUATIC BASE

This undersea facility was once used by the duke to research Solaris. Now it's become Dr. Eggman's hidden lair.

10 END OF THE WORLD

As Solaris destroys all of spacetime, the heroes must race to the corners of fractured reality to find the Chaos Emeralds. As time passes, Eyes of Solaris appear to hurl debris or act as black holes. Use the Soleanna eagle statues to stave off the darkness.



- + Tails searches Crisis City
- + Omega searches Flame Core
- + Knuckles searches Tropical Jungle
- + Silver searches Dusty Desert
- + Rouge searches Wave Ocean
- + Amy searches White Acropolis
- + Shadow searches Kingdom Valley

PLAY ORDER

Character	Location	Play Order
Sonic	Dusty Desert	2
	Crisis City	4
	Radical Train	6
	Tropical Jungle	7
Sonic/Tails	Wave Ocean	1

PLAY ORDER (CONT.)

Character	Location	Play Order
Sonic/Tails	White Acropolis	3
Sonic/Knuckles	Flame Core	5
Sonic/Silver	Kingdom Valley	8
Sonic/Tails/Knuckles	Aquatic Base	9
Shadow	Crisis City	3

PLAY ORDER (CONT.)

Character	Location	Play Order
Shadow	Radical Train	5
Shadow/Omega	Wave Ocean	7
	Dusty Desert	8
Shadow/Rouge	White Acropolis	1
	Kingdom Valley	2
	Flame Core	4
Shadow/Silver	Aquatic Base	6
Silver	Tropical Jungle	2
	Radical Train	6

PLAY ORDER (CONT.)

Character	Location	Play Order
Silver	Flame Core	8
Silver/Sonic	Kingdom Valley	7
Silver/Shadow	Aquatic Base	7
Silver/Blaze	Crisis City	1
	White Acropolis	4
Silver/Amy	Dusty Desert	3
Tails	Wave Ocean	E6
Blaze	Wave Ocean	E2
Rouge	Tropical Jungle	E4

ENEMIES

IBLIS INCARNATIONS

The fiery creatures born from Iblis's rage.

BITER

Fire-breathing dragon-like creature that pounces on its prey



STALKER

Blue Biter with a powerful mouth laser



IBLIS TAKER

Bat-like monster that spits fireballs and dive-bombs



TRICKER

Stronger blue Taker



IBLIS WORM

Giant worm that ambushes from underground and vomits projectiles



GAZER

Stronger blue Iblis Worm with lasers



GOLEM

Giant that summons massive magma balls



TITAN

Stronger blue Golem with an additional ground-pound attack



EGGMAN EMPIRE

EGG BOMBER

Crab-like robot that hurls explosives



EGG ARMOR

Enhanced Egg Bomber that can curl in on itself



EGG SWEEPER

Egg Armor with a cloaking device



EGG FLYER

Machine-gunning flying robot



EGG BUSTER

Missile-launching variant of the Egg Flyer



EGG CANNON

Bipedal mech capable of transforming into a flight mode



EGG WALKER

Bipedal mech with twin laser cannons



EGG LINER

Rhino-like robot that charges and drops bombs



EGGMAN EMPIRE (CONT.)

EGG CHASER

More heavily armored Egg Liner



EGG ROUNDER

Floating pod with armored arms that comes in groups



EGG COMMANDER

Leader of Egg Rounder groups; destroying it destroys all units



EGG GUARDIAN

Giant robot with rocket fists and machine guns



EGG KEEPER

Stronger Egg Guardian with a fiery laser



EGG SEARCHER

Wasp-like, bomb-dropping flying unit



EGG HUNTER

Wasp-like flying unit supported by small drones



EGG GUNNER

Stock humanoid robot soldier; yellow versions launch rockets



EGG LANCER

Blue Egg Gunner, equipped with a laser cannon



EGG STINGER

Red Egg Gunner, equipped with a rocket launcher



BOSSES

EGG CERBERUS

A giant wolf mech. Grab its horn and steer it into a wall to deal damage. Fought by Sonic in Dusty Desert and Shadow in White Acropolis.



EGG GENESIS

A massive weapons platform. Climb its arms to attack the head or send its ordnance back at it. Fought by Sonic after Radical Train and Silver in White Acropolis.



EGG WYVERN

A giant dragon-like robot. Sonic must grab its horn and steer it into the falling debris of the crashing Egg Carrier.



SONIC VS. SILVER

(As Sonic) Stay out of reach until Silver can't carry any more objects, then strike. (As Silver) Psychically hurl everything within reach at Sonic's face.



SHADOW VS. SILVER

(As Shadow) Stay out of reach until Silver can't carry any more objects, then strike. (As Silver) Psychically hurl everything within reach at Shadow's face.



IBLIS PHASE 1

Silver must hurl debris and chip away at the rocky armor as Iblis rains down fire and destruction.



IBLIS PHASE 2

Sonic and Shadow must cross the lava pool using stalactites dropped from above. Activate the glowing orb to draw Iblis in to be attacked.



IBLIS PHASE 3

Silver must avoid waves of fire and meteor storms, pushing back Iblis's advances. Send Iblis's final apocalyptic attack right back at it.



MEPHILES PHASE 1

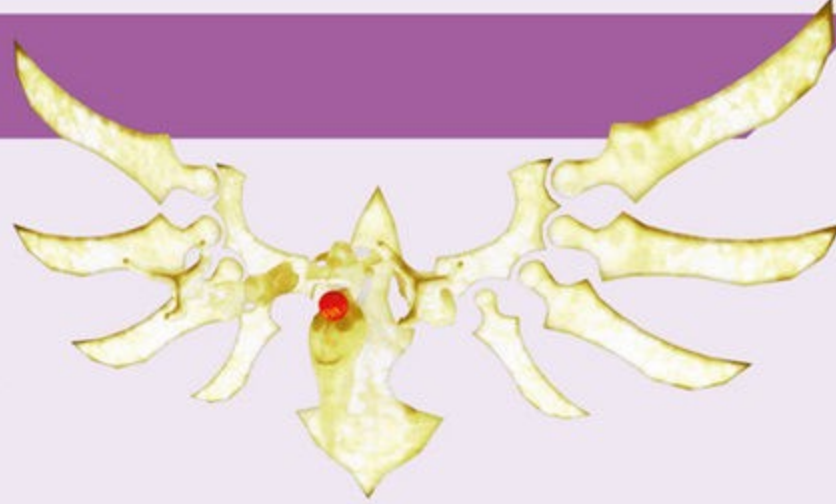
Shadow must slaughter minions to charge up his Chaos Boost, which will force Mephiles out of his shadow. Then Omega can open fire.

**MEPHILES PHASE 2**

Mephiles summons a horde of minions and laser-eyed monsters. Use Shadow's Chaos Boost to dispel them and make Mephiles vulnerable.

**SOLARIS**

Super Silver and Super Shadow must first shatter Solaris's armor so that Super Sonic can attack its core. Once in its second form, all three can freely attack while avoiding its world-ending lasers.

**BOSS APPEARANCES IN ZONES**

Egg Cerberus (Shadow)	White Acropolis
Egg Cerberus (Sonic)	Dusty Desert
Egg Genesis (Silver)	White Acropolis
Egg Genesis (Sonic)	Radical Train
Egg Wyvern (Sonic)	Aquatic Base
Iblis Phase 2 (Sonic, Shadow)	Flame Core

BOSS APPEARANCES IN ZONES (CONT.)

Iblis Phase 3 (Silver)	Flame Core
Mephiles Phase 1 (Shadow)	Flame Core
Mephiles Phase 2 (Shadow)	Dusty Desert
Shadow vs. Silver	Radical Train
Sonic vs. Silver	Dusty Desert

NEW FACES**SILVER THE HEDGEHOG**

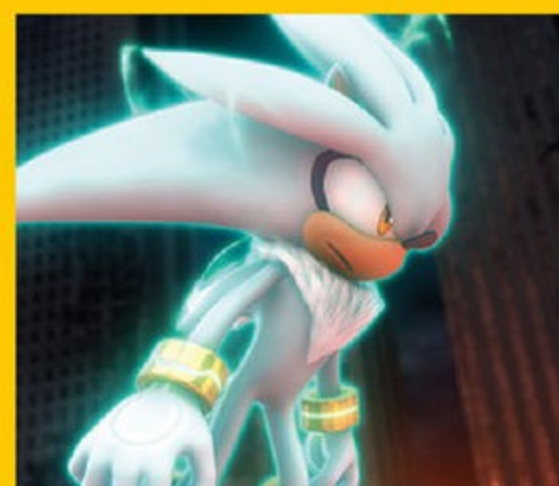
A naive young hedgehog from the far-off future. He possesses incredible psychic powers, allowing him to move objects, fly, and teleport. He's convinced by Mephiles he can save his ruined era by assassinating Sonic, the Iblis Trigger.

**MEPHILES THE DARK**

The shadowy half of Solaris. Mephiles can merge with shadows, summon legions of shadowy minions, and freely open portals through time. Imprisoned by Shadow in the past, he uses him to create a new physical form before enacting his revenge scheme.

**PRINCESS ELISE**

The daughter of the Duke of Soleanna. She lost her mother at a young age, and her father to a lab accident. She unknowingly had Iblis sealed inside of her and lived under the cursed directive to never cry (in order to maintain the seal). Sonic teaches her how to live and smile again.



2006

Sonic Riders

RELEASE DATES

US February 21, 2006

PAL March 17, 2006

JP February 23, 2006



US PS2 cover art



JP promotional art



OVERVIEW

Sonic and his friends return to the wild world of racing in a kind of middle ground between *Sonic Drift* and *Sonic R*. All racers start on foot, then mount their board, bike, or skates and take off. Each of these models of Extreme Gear run on Air, which can be replenished by performing stunts and riding in the wake of your opponents. Run out of Air and you're left to hoof it until you get a recharge.

Racers are classified as Speed, Power, or Flight types, each of which gives them certain specialties and access to exclusive Air-replenishing shortcuts.

Picking up Rings during the race improves your overall performance by three levels, maxing out at one hundred Rings. Accelerating into an opponent with the right timing will attack them, causing them to lose Rings and be momentarily stunned.

STORY

Dr. Eggman is out to unearth the secrets of the ancient Babylonians and their long-lost city of Babylon Garden. To do so he baits two factions into his EX World Grand Prix race with an entry fee of one Chaos Emerald apiece. The first group is Sonic and his friends, who are out to uncover Dr. Eggman's plan and put a stop to it. The other is the Babylon Rogues, notorious thieves led by Jet. Jet is seeking his ancestral hidden treasure himself and holds the key to finding it.

COURSES

1 HEROES COURSES



Racetracks accessed during the Hero Story Mode:

Metal City, Splash Canyon, Egg Factory, Green Cave, Sand Ruin, Babylon Garden

2 BABYLON COURSES



Racetracks accessed during the Babylon Story Mode. These are remixes of the Heroes Courses:

Night Chase, Red Canyon, Ice Factory, White Cave, Dark Desert, Sky Road

3 EXTRA COURSES



Babylon Guardian: The final Story Mode track and boss battle

Digital Dimension: A remix of Babylon Guardian

Sega Carnival: A celebration of other Sega franchises

Sega Illusion: A celebration of other Sega franchises

4 BATTLE STAGES



Dual Towers, Snow Valley, Theater

RACERS

There are sixteen playable characters, some of which must be unlocked, including three guests from other Sega franchises.

SPEED TYPES

They generally have the best top speed and can use grind rails.

- + **Sonic the Hedgehog**
- + **Amy Rose**
- + **Jet the Hawk**
- + **Shadow the Hedgehog**
- + **E-1000R**
- + **Ulala** (guest from *Space Channel 5*)
- + **Super Sonic:** Unlocked when Sonic equips the Chaos Emerald "Extreme Gear." As Super Sonic he counts as a Speed, Power, and Flight type, as long as he has Rings.



Sonic the Hedgehog



Shadow the Hedgehog



Knuckles the Echidna



Amy Rose



Rouge the Bat



Cream the Rabbit



Miles "Tails" Prower



Dr. Eggman

POWER TYPES

They generally perform better while offroading and can smash through obstacles.

- + **Knuckles the Echidna**
- + **Storm the Albatross**
- + **Dr. Eggman**
- + **E-1000G**
- + **AiAi** (guest from *Super Monkey Ball*)



AiAi



Ulala



NiGHTS

FLIGHT TYPES

They generally have the best acceleration and can fly through Accelerator Rings.

- + **Miles "Tails" Prower**
- + **Wave the Swallow**
- + **Cream the Rabbit**
- + **Rouge the Bat**
- + **NiGHTS** (guest from *NiGHTS into Dreams*)



EXTREME GEAR

While each character has their signature Extreme Gear to start with, more can be unlocked through game progression or bought with Rings earned in-game.

BOARD-TYPE EXTREME GEAR

Gear No.	Name	User(s)
1	Blue Star	Sonic
2	Yellow Tail	Tails
3	Red Rock	Knuckles
4	Pink Rose	Amy
5	Type-J	Jet
6	Type-S	Storm
7	Type-W	Wave
8	Temptation	Rouge
9	Smile	Cream
10	High Booster	Everyone but Dr. Eggman
11	Auto Slider	Everyone but Dr. Eggman
12	Powerful Gear	Everyone but Dr. Eggman
13	Fastest	Everyone but Dr. Eggman
14	Turbo Star	Everyone but Dr. Eggman
15	Speed Balancer	Everyone but Dr. Eggman
16	Blue Star II	Sonic
17	Access	Everyone but Dr. Eggman and Flight types
18	Beginner	Everyone but Dr. Eggman
19	Accelerator	Everyone but Dr. Eggman
20	Trap Gear	Everyone but Dr. Eggman
21	Light Board	Everyone but Dr. Eggman
22	Slide Booster	Everyone but Dr. Eggman

BOARD-TYPE EXTREME GEAR

Gear No.	Name	User(s)
23	Legend	Everyone but Dr. Eggman
24	Magic Carpet	Everyone but Dr. Eggman and Flight types
25	Air Broom	Everyone but Dr. Eggman and Speed types
26	Hovercraft	Everyone but Dr. Eggman
27	Chaos Emerald	Sonic
28	Faster	Everyone but Dr. Eggman
29	Gambler	Everyone but Dr. Eggman
30	Power Gear	Everyone but Dr. Eggman
31	Opa Opa	Everyone but Dr. Eggman
32	The Crazy	Everyone but Dr. Eggman
33	Night Sky	NiGHTS
34	BANANA	AiAi
35	E-gearG	E-1000G
36	E-gearR	E-1000R
37	Channel5	Ulala
38	Berserker	Everyone but Dr. Eggman



BIKE-TYPE EXTREME GEAR

Gear No.	Name	User(s)
39	E-Rider	Everyone but E-1000R/G
40	Air Tank	Everyone but E-1000R/G
41	Heavy Bike	Everyone but E-1000R/G
42	Destroyer	Everyone but Dr. Eggman and E-1000R/G
43	Omnipotence	Everyone but E-1000R/G
44	Cover-S	All Speed types but E-1000R
45	Cover-F	All Flight types
46	Cover-P	All Power types but E-1000G
47	Hang-On	Everyone but E-1000R/G
48	Super Hang-On	Everyone but E-1000R/G

SKATE-TYPE EXTREME GEAR

Gear No.	Name	User(s)
49	Darkness	Everyone but Dr. Eggman and E-1000R/G
50	Grinder	Everyone but Sonic, Dr. Eggman, and E-1000R/G
51	Advantage S	All Speed types but E-1000R
52	Advantage F	All Flight types
53	Advantage P	Knuckles, Storm, AiAi
54	Cannonball	Everyone but Dr. Eggman and E-1000R/G



NEW FACES



JET THE HAWK

The young, arrogant leader of the Babylon Rogues and the self-proclaimed Legendary Wind-Rider. Jet can back up his swagger with unparalleled racing speed, which he pits against Sonic.



WAVE THE SWALLOW

The team's mechanic and nagging den mother. Wave built and maintains the team's Extreme Gear and takes great pride in her work. She's impressed with how quickly Tails adapts to the technology and dislikes him for it.



STORM THE ALBATROSS

Jet's enforcer, who is as dumb as he is strong, and he's very strong. What Storm lacks in speed and finesse, he makes up for in raw power. He and Knuckles instantly don't get along.



E-1000 SERIES

These Egg Pawn-like robots fill in the ranks of the Story Mode races. The E-1000R and E-1000G are the only models to actually race. The E-1000Y and E-1000P are strictly background assets.



2006

Sonic Rivals

RELEASE DATES

US November 21, 2006

PAL December 1, 2006

JP n/a



US cover art

OVERVIEW

In some ways, *Sonic Rivals* is a kind of spiritual successor to *Sonic R*. Two players race to the finish on tracks littered with boosters, platforms, and badniks. When catching up to an opponent you can attack them by either boosting through them or leapfrogging over their heads, making them drop Rings and stumble for a moment. There's also an assortment of items you can use to slow your opponent to either catch up or further your lead.

A major aspect is the 150 collectible cards. These feature art, characters, and items from across the Classic and Modern eras. They are earned by completing objectives in each zone and can be used to unlock alternate skins of the player characters or to wager on races against other people.

STORY

Eggman Nega returns from the future on Onyx Island, the future incarnation of Angel Island. He uses a powerful future-tech camera to transform people and the Master Emerald into cards. He does this all disguised as Dr. Eggman in an attempt to rewrite history and ensure the name "Eggman" lives on in glory rather than infamy.

Sonic, Knuckles, Shadow, and Silver each unwittingly get embroiled in the plot. Sonic seeks to rescue his captured friends, Knuckles looks to retrieve the Master Emerald, Shadow investigates the discrepancies surrounding "Dr. Eggman," and Silver hunts down Eggman Nega. Despite clashing over the course of the adventure, the rivals succeed in collectively saving the day and defeating Eggman Nega's ambitions.



STAGES

Each zone is broken into two acts, each with different layouts. After winning both acts, the player usually goes on to face a boss.

1 FOREST FALLS ZONE



The familiar checkerboard soil and green grass roll out over a network of rivers and waterfalls.

2 COLOSSEUM HIGHWAY ZONE



Race through ancient ruins that have begun to show the ravages of time.

3 SKY PARK ZONE



A nightmare race through the sinister carnival is loaded with traps and games rigged to attack you—with the prizes!

4 CRYSTAL MOUNTAIN ZONE



Keep to the narrow cliff roads as you slip between cryogeysers and weave in and out of caves.

5 DEATH YARD ZONE



Race through an industrial hellscape where even the machinery is decaying from the pollution.

6 METEOR BASE ZONE



Invade Eggman Nega's space-base refinery where meteors are processed for his sinister schemes.

ITEMS

There are seven items the rivals can pick up during each race. If used while in the lead, the item typically becomes a stationary obstacle. If used while behind, the item usually becomes a homing projectile.

Item	Offensive	Defensive
Fire	Rolling Fireball	Fire Shield
Ice	Snow Blast	Ice Cube
Mine	Floating Homing Mine	Stationary Mine
Illusion	Confusion	Decoy Zapper Rings
Wind	Shoot Tornado	Drop Tornado
Ring Magnet	Ring Magnet	n/a
Star	Signature Move	n/a



SKINS

By earning enough cards, players can unlock alternate looks of each racer.



Leather

Ice

Black Tie

Leather

Armor

Eggman

SONIC

KNUCKLES



Leather

Flame

'80s



Leather

Lightning

Christmas

SHADOW

SILVER



Leather

Circuits

Jester



METAL SONIC



SIGNATURE MOVES

Each character has a unique technique they can use once they pick up a star item.

Character	Move	Description
Sonic	Sonic Boom	Rocket ahead at blistering speed, damaging your rival if you hit them
Knuckles	Hammer Punch	Strike the ground with enough force to stun your rival, even if they're in the air
Shadow	Chaos Control	Slow down time for your rival
Silver	ESP	Your rival's inputs become scrambled, making progression nearly impossible
Metal Sonic	Copycat	Use the same signature move as your rival

ENEMIES

DRILL WORM



Burrowing robot in Meteor Base

EGG PAWN



Dr. Eggman's standard grunt, stationed across most of the zones

FLAPPER



Now armed with homing missiles, it appears in most zones

METAL HOUND



Guard dog of the Death Yard

MONO CLOWN



Unicycling enemy of Sky Park

VENOOM



Spider bot infesting the trees of Forest Falls

VULTUR



Grim ambusher lining Colosseum Highway

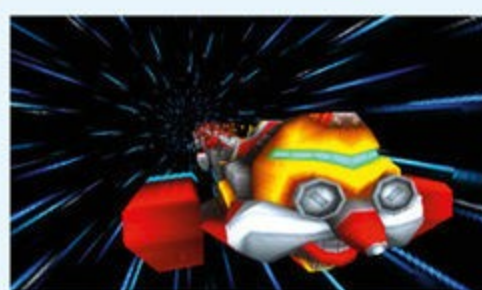
YETEE



Massive robot lurking in the Crystal Mountains

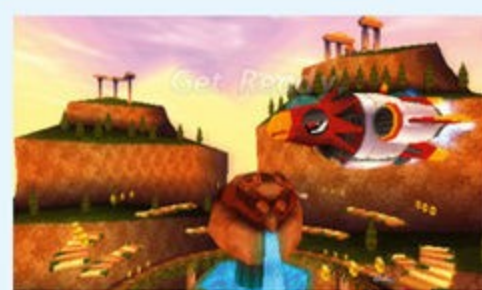
BOSSES

EGG DESTROYER



Race against Metal Sonic across Eggman Nega's escape shuttle

EGG FALCON



The boss of Colosseum Highway drops a payload of ice and fire

EGG KONG



The boss of Death Yard Zone is assisted by Metal Sonic



EGG LYNX



The boss of Crystal Mountain launches crystalline missiles

EGG TURTLE



The boss of Forest Falls can attack from both ends



2007

Sonic Rivals 2

RELEASE DATES

US November 13, 2007

PAL December 7, 2007

JP n/a



US cover art

OVERVIEW

Sonic Rivals 2 does what all good sequels do: give you more of what you love, only better. With a larger cast of playable characters, more unlockable skins, and a more robust multiplayer, the game ends the *Rivals* series on a high note.

Players go through six zones broken up into three acts and capped off with a boss battle. The first and third acts are races, while the second act showcases one of the multiplayer modes. The character the player has chosen to lead each story campaign will compete in the act 2 battle, but the story itself is unchanged.

STORY

Large numbers of Chao have gone missing around the world. Sonic and Tails team up to find the little water babies. Meanwhile, Knuckles is hunting down the missing Master Emerald. He's found by Rouge, who barter her help in exchange for his in her mission to find the Chaos Emeralds. Elsewhere, Vector sends Espio to keep tabs on Silver and find out his connection to the missing Chao. Meanwhile, Shadow is contacted by Dr. Eggman via Metal Sonic and enlisted in stopping the culprit behind it all: Eggman Nega.

The rivals' paths interweave as their various ambitions bring them to blows. Espio uncovers that Silver has returned to save the past from the Ifrit, a fiery interdimensional demon that feeds on Chao. Eggman Nega plans on empowering and unleashing the beast with the kidnapped Chao. The rivals brave the Ifrit's infernal dimension, do battle with Eggman Nega's Metal Sonic 3.0, and save the Chao. The dimensional rift is sealed, leaving Eggman Nega trapped in the burning abyss.

STAGES

1 BLUE COAST ZONE



Race through the white coastal city rich in fountains and beautiful vistas. There's a massive Sonic statue at the end of one track. **Boss: Egg Liner**

2 SUNSET FOREST ZONE



Whip around on vines hanging from massive trees and get a breathtaking view of the waterfall valleys below. **Boss: Egg Crawler**

3 NEON PALACE ZONE



All bets are off in this glittering casino. Bash the numbered boxes to earn yourself a bingo and prize Rings. **Boss: Egg Dealer**

4 FRONTIER CANYON ZONE



Arid badlands rife with prospectors' abandoned mining structures. **Boss: Egg Bull**

5 MYSTIC HAUNT ZONE



Brave the spooky haunted mansion and keep the ghosts at bay by turning on the light.

Boss: Egg Phantom

5 CHAOTIC INFERNO ZONE



It's a race against time through the burning ruins of a city. Metal Sonic 3.0 seeks to awaken Ifrit, and only you can stop them!

GAME MODES

- + **Story Mode:** Choose one of four teams, then choose the partner you're focusing on and play through each story campaign.
- + **Free Play:** Play through the racetracks alone for an almost Classic Sonic-like experience.
- + **Cup Circuit:** Play through three acts. They can be any act from any zone, so be ready for anything!
- + **Single Event:** Customize your race or battle the way you want.
- + **Knock Out:** It's a "best two out of three" brawl. You and your rival have three Rings each. First to be hit while holding zero Rings loses.
- + **Ring Battle:** Grab as many Rings as you can within the time limit, while blasting them from your opponent's grasp with items.
- + **Capture the Chao:** Stockpile Chao in your base! Steal your rival's Chao! Protect your Chao from your rival!
- + **Laps Race:** Complete a certain number of laps before your rival!
- + **King of the Hill:** Stay in Omochao's spotlight the longest!
- + **Tag:** Bop your rival to hand them your bomb, then keep out of reach until their timer expires!

SIGNATURE MOVES

Each character's special move is different this time around. Instead of getting it randomly as a star item, it's powered by a meter you fill by grabbing Rings, successfully boosting, and defeating enemies. The other items remain the same from *Sonic Rivals*.

Character	Move	Description
Sonic	Sonic Boom	Rocket ahead at top speed, smashing any enemies or rivals in your wake
Tails	Tail Copter	Take flight and bypass sections of the track in ways no one else can
Shadow	Chaos Control	Warp spacetime and slow your opponents to a crawl
Metal Sonic	Copycat	Mimic the signature move of your rival (when racing Metal Sonic 3.0, you get Sonic Boom)
Knuckles	Knuckles Slam	Hit the air so hard it combusts, creating the Flare Force Area Barrier
Rouge	Bat Guard	Summon a swarm of protective bats or launch them at your rival
Silver	ESP	Mess with the minds of your rivals, scrambling their inputs and controls
Espio	Chroma Camo	Evade detection by enemy and rival alike by turning invisible



COSTUMES

As with the previous game, you earn 150 collectible cards by playing the game. Achieving certain milestones unlocks specific cards. They can be used to unlock game modes, perks, and the following alternate skins for your racers:



Race



Ice



Black Tie



Cheetah



Ace Pilot



Captain



Tiger



Zebra

SONIC



Race



Armor



Eggman



Gladiator



Race



Flame



'80s



Mercenary

TAILS



Race



Lightning



Christmas



Cyber

KNUCKLES



Race



Stealth



Armor



Raider

SHADOW



Race



Mummy



Knight



Ninja

SILVER



Mach 3.0



Circuits



Jester

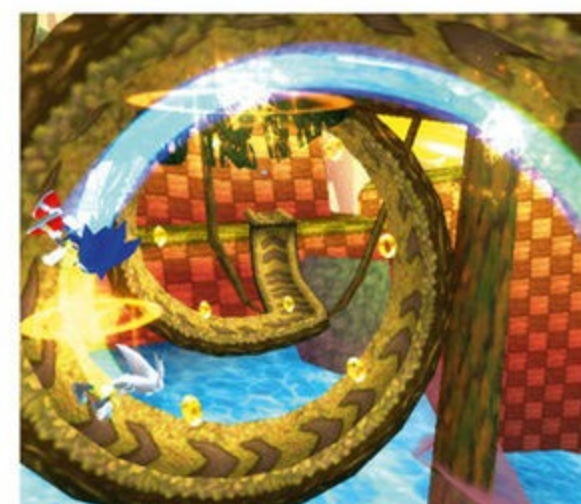


Mach 2.0

ROUGE

ESPIO

METAL SONIC



ENEMIES

BOMBAT



Flying badnik that drops its explosive payload when destroyed

EGG PAWN



The standard grunt bot of the Eggman Empire

FLAPPER



The Egg Pawn of the skies

GUARDON CRAB



A less versatile version of Crawl from *Sonic The Hedgehog 2*

HYUDORO



These ghosts can only be staved off with light



BOSSES

Race your rival to do the most damage to each boss while it tries to crush you both. It doesn't matter who gets the final blow, just whoever has dealt the most damage.

EGG BULL



This tornado-snorting, dynamite-launching behemoth chases you down. Use the terrain to strike from above or take it head on when it charges.

EGG DEALER



Eggman Nega pilots a flashy Egg Mobile in disguise. When he's not firing lasers at you, he's dropping number blocks. Climb stacked blocks to reach him, or hit the blocks to earn a bingo, forcing him to come within striking distance.

EGG CRAWLER



A spiked caterpillar that crawls around the arena. Strike the cockpit or bombard it with Bombats from above.

EGG LINER



A mace-tailed tank that slowly drives away from you. Its weak point is at the base of the tail.

EGG PHANTOM



Eggman Nega is hiding inside a massive Hyudoro. Lure it into the light to weaken it enough so you can attack.

IFRIT



The fiery foe mind-controls your partner (or is protected by Metal Sonic 3.0). Battle it in free fall before you hit the ground!

NEW FACES

METAL SONIC 3.0

Eggman Nega's upgraded version of Metal Sonic. Sporting a black-and-gold color scheme, it offers all the same moves and perks of the original model. Nobody's quite sure what happened to model 2.0.



2007

Sonic and the Secret Rings

RELEASE DATES

US February 20, 2007

PAL March 2, 2007

JP March 15, 2007



US cover art



FACTOID

Did You Know? If you purchased the game from Target stores in the US, you likely got a bonus disk with a motion-comic adaptation of the story.

OVERVIEW

The first in the two-part Storybook Series finds Sonic running through a loosely interpreted version of *A Thousand and One Nights*. Most of the action is handled through the motion controls of the Wii™ Remote, with acceleration similar to the throttle on a motorcycle and steering controlled by the tilt of the controller.

Sonic runs along a set path, and it's up to the player to navigate him around the hazards and enemies. He now has a meter called the Soul Gauge, which can activate special abilities when sufficiently filled. Half of the gauge can grant you the offensive Speed Boost or the time-slowing Time Break. These are just two of 104 unlockable skills that give Sonic new moves or improve upon his base performance. Different skill loadouts are required for finding all the Fire Souls, which are key to unlocking all the skills and other features.

STORY

Sonic is contacted by Shahra, the Genie of the Ring, who asks for his help. Erazor Djinn, the Genie of the Lamp, is erasing the pages of *Arabian Nights* in a quest to become all-powerful. Sonic agrees to help out, but upon confronting Erazor, he's struck in the chest with a cursed arrow. With the cursed flame burning away his life energy, he's forced to seek out the seven World Rings to cure himself—just as Erazor planned. Shahra, blinded by her love for Erazor, was a willing accomplice all along.

As Sonic and Shahra seek out the World Rings, she comes to respect his heroism and selflessness. At a pivotal moment, she takes a killing blow meant for our hero. The power of the World Rings is split between Sonic and Erazor Djinn. Sonic triumphs in the clash of titans and takes command of Erazor's lamp. Sonic wishes for all of Erazor's evil to be undone, Shahra to be restored, and the evil genie to be sealed away forever. With *Arabian Nights* saved, Sonic leaves Shahra to mourn.



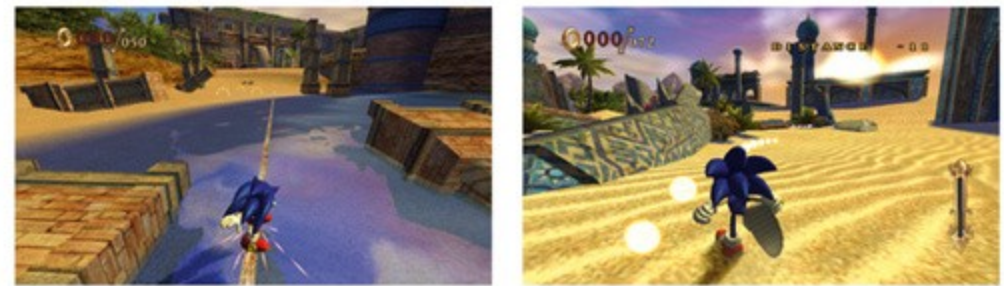
STAGES

1 LOST PROLOGUE



A tutorial stage that teaches you the fundamentals of the game's unique play style. Some of its missions are mandatory to proceed.

2 SAND OASIS



Zip through the flooded city ruins, encountering a few familiar faces.

3 DINOSAUR JUNGLE



The lush jungle is populated by dinosaurs. Seems Erazor got liberal with his edits.

4 EVIL foundry



A smelting factory with unbearable heat. Return with the blue World Ring to calm its fires.

5 LEVITATED RUIN



Leap from the backs of flying beasts or grind on rails of light to cross the clouds.

6 PIRATE STORM



Cannon fire and ship wreckage fly amid the high winds and sea swells.

7 SKELETON DOME



The once proud kingdom is now ruled by the animate dead.

8 NIGHT PALACE



Race to your showdown with Erazor Djinn through the dream-like palace.

ITEMS

	Ring	Your standard, life-giving gold
	Rich Ring	The silver precursor to the Red Star Ring, it's worth twenty Rings
	Pearl	Orb that fills your Soul Gauge
	Rich Pearl	Supplies twenty points of energy to your Soul Gauge
	Fire Soul	Hidden collectible used to unlock all sorts of game content



ENEMIES

MA DJINN

A class of genie enemies found throughout the adventure. They vary in size, color, and abilities. They also accessorize depending on which stage you find them in.

BLUE & GREEN MA DJINN

They may teleport out of the way, but are generally there to be walloped



GARGOYLE DJINN

Hearty genies that ambush Sonic with energy waves or by dive-bombing him; they can also turn him to stone, attacking while he's petrified



GOLEM DJINN

Towering mechanical enemies whose weak point is their head—if you can reach it



KRI & PRI MA DJINN

Enemies exclusive to the multiplayer mode



RAFFLESIA DJINN

Giant magical blooms that shoot seeds at Sonic



RED MA DJINN

They spice things up with fiery breath



SKELETON DJINN

Piles of bones that reassemble into blade-armed warriors



SLIME DJINN

Bigmouthed slug genies that can spit acid or protect themselves with electrical shields



BOSSES

ALF LAYLA WA-LAYLA

The empowered Erazor hurls waves and orbs of energy at Darkspine Sonic. Charge up your Soul Gauge, knock his largest attack back into his face, and then unleash your fury upon his exposed heart.



CAPTAIN BEMOTH

A fusion of Ma Djinn and Smile Djinn that greedily holds on to the blue World Ring. Brave the storm and waves as you chase it across its own half-sunken pirate ship.



ERAZOR DJINN



Chase down the villain as he carves out waves of fire with his bladed weapon. There's a pattern to it, so look carefully!

IFRIT GOLEM



A massive, fiery mechanical monster. Pummel it until it falls into its own vat of molten slag.

SAND SCORPION



An eye-covered nightmare with a toothy maw instead of a tail. Avoid its explosives and crushing claws to knock out its eyes and win the yellow World Ring.



NEW FACES

SHAHRA

The Genie of the Ring. Her allegiances are divided: she loves Erazor but knows what he's doing is wrong. She uses her wish-granting magic to help Sonic in his quest.



ERAZOR DJINN

The Genie of the Lamp. Armed with an enormous straight razor, he's embittered toward the world after being forced to grant one thousand wishes, three at a time. With the power of the World Rings, he transforms into Alf Layla wa-Layla (which means "one thousand and one nights"). He seeks to rewrite *Arabian Nights* and conquer Sonic's world with his power.



DARKSPINE SONIC



Infused with the power of the World Rings, Sonic transforms into a dark and fiery form. Unlike Super Sonic, this form doesn't require Rings to be maintained, but it also isn't invulnerable.

SEVEN WORLD RINGS

The seven crystalline Rings that embody the emotions within *Arabian Nights*. They are: Hatred (green), Joy (yellow), Pleasure (cyan), Prayers (blue), Rage (red), Sadness (purple), and Wishes (white).



UHU



A wind genie who challenges Sonic to races. He only appears as a floating blue orb.

KING SHAHRYAR

The king of Persia, and totally not Dr. Eggman. He mistakes Sonic for the Ma Djinn forces of Erazor.



KING SOLOMON

Once a wise and heroic king, he has been transformed into an animate skeleton by Erazor.



ALI BABA

A savvy young man who gives Sonic helpful advice during his adventure. What? No, that isn't Tails. Don't be silly.



SINBAD

The famous adventurer and sailor helps Sonic combat pirates and secure a World Ring. No, that's not Knuckles. Stop that.



FACTOID

Everything Is Canon: Stopping in certain places in each stage will reveal Big the Cat. Sighting him will unlock his diary entries chronicling his search for Froggy.



2007

Sonic Rush Adventure

RELEASE DATES

US September 18, 2007

PAL September 14, 2007

JP October 18, 2007



US cover art



OVERVIEW

The sequel to *Sonic Rush* plots its own course. Gone are dual story lines following linear stage progression. Now Sonic and his friends embark from a central island aboard a fleet of unlockable watercraft across a map you gradually reveal on the touchscreen with your stylus. At sea you'll find a variety of islands that either advance the story or offer you smaller challenges. Each watercraft plays differently, treating you to a variety of minigames as you sail to your destination.

Special Stages are also gone. Sonic will now race the villainous robot Johnny across the water to secure the Chaos Emeralds, while Blaze faces harder versions of the stage bosses to win back the Sol Emeralds. As you complete stages and missions, you'll earn resources called "materials" which you can use to upgrade your base island or construct the watercraft you need to progress.

Once you unlock Blaze, you can freely switch between her and Sonic before you start a stage. Sonic is the speedier of the two, while Blaze retains her hovering and immunity to flaming hazards (she can control fire, after all).

STORY

Sonic and Tails are caught in a terrible storm and awake on an unfamiliar shore. They're found by the precocious Marine and soon realize they've somehow been transported across dimensions to Blaze's world. The happy reunion is short lived, as they must foil the robot pirate Captain Whisker and his forces.

Surprising no one, the captain is a front for the ambitions of Dr. Eggman and Eggman Nega. Together they seek out a relic called the Jeweled Scepter, which is said to control the Power of the Stars—the dimensional energy between Sonic's and Blaze's realities. While the Eggmen manage to steal the Jeweled Scepter, Super Sonic and Burning Blaze chase them to the very core of the world and end their scheme.



STAGES

There are seven regular stages, and sixteen Hidden Islands. The Hidden Islands are smaller challenge levels themed after the main stages. To access each stage, you must discover it on the touchscreen map, lay out a course, and wage a successful sea voyage.

1 PLANT KINGDOM



West of Southern Island is an isle rich in megaf flora and primordial robots.

Hidden Islands: 6,
7 **Boss:** Ghost Rex

2 MACHINE LABYRINTH

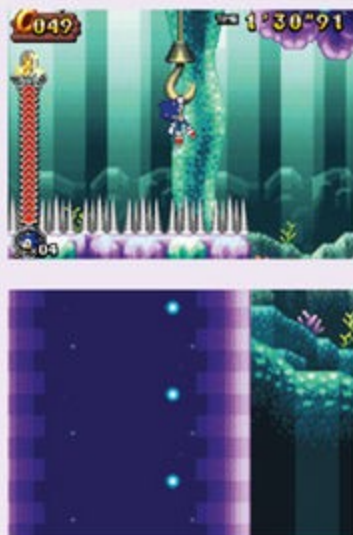


Southwest of Southern Island lies a sprawling steam-powered facility serving Captain Whisker's robo-crew.

Hidden Islands: 9,
10 **Boss:** Ghost Pendulum



3 CORAL CAVE



Hidden under the waves west of Southern Island, the sea caverns are studded with crystals.

Hidden Islands: 4,
8, 11 **Boss:** Ghost Kraken

4 HAUNTED SHIP



East of Southern Island floats an eerie ship graveyard haunted by ghostly robots. **Hidden Island:** 15 **Boss:** Ghost Pirate

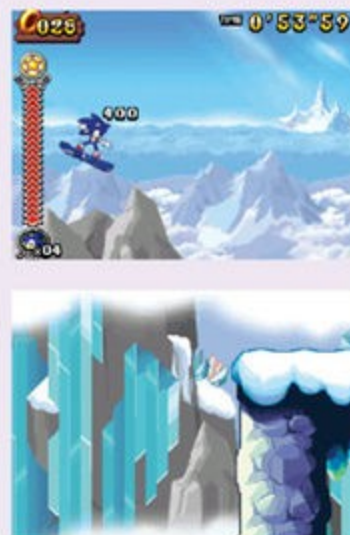


5 SKY BABYLON



Navigate the floating ruins with strange crystal-powered balloons. **Hidden Islands:** n/a **Boss:** Ghost Condor

6 BLIZZARD PEAK



North of Southern Island are the frozen lands of the Vikings. **Hidden Islands:** 12, 13 **Boss:** Ghost Whale

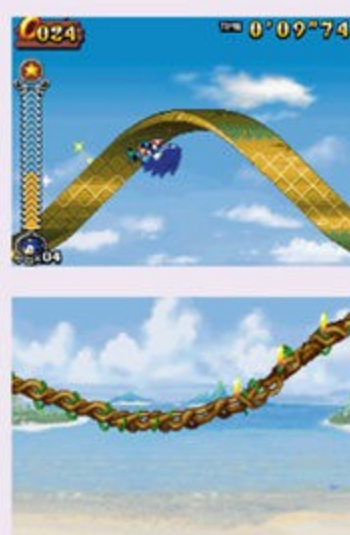


7 PIRATES' ISLAND



An ancient city hidden under the sea that was taken over by Captain Whisker and his crew. **Hidden Islands:** n/a **Bosses:** Captain Whisker, Johnny

8 HIDDEN ISLANDS



Sixteen special-mission islands dot the map. Most of these are optional, with two having a unique tropical theme all their own. **Hidden Islands:** 1, 2, 3, 5, 14, 16





9 BIG SWELL



Captain Whisker's personal battleship and the setting for the last regular boss battle. **Hidden**



Islands: n/a **Boss:** Ghost Titan

10 DEEP CORE



The molten center of the planet. Super Sonic and Burning Blaze battle Dr. Eggman and Eggman Nega for the fate of their worlds! **Hidden**



Islands: n/a **Boss:** Egg Wizard




SOUTHERN ISLAND



The island and its settlement of Windmill Village are built up as you progress through the game. You'll find members of the Coconut Crew and others across the island.

- + **Marine's House:** Save your game, access Time Attack, take on Marine's missions, and have Setter change your settings
- + **Whale Point:** The tutorial stage for Sonic
- + **Seagull Beach:** Talk to Muzy to access the Sound Test menu
- + **Wave Cycle:** Access the watercraft, take missions from Tabby, or watch movies with Kylok
- + **Ocean Tornado:** Access the ship, take missions from Gardon, and play Norman's challenges
- + **Aqua Blast:** Access the hovercraft and get decoration advice from Colonel
- + **Deep Typhoon:** Access the submarine and have Daikun upgrade the island
- + **Magma Hurricane:** Delve into the final boss

VEHICLES

Tails builds a variety of craft using the materials you find on your adventure. Upgrade them to improve their endurance.

Name	Description
 Wave Cyclone	Modeled after the crashed SS <i>Marine</i> , this watercraft has limited range but is nimble. Dodge obstacles in the water and perform tricks off ramps!
 Ocean Tornado	A battleship of considerable power. Use the guns on smaller, faster enemies and save the cannons for the bigger ships in Captain Whisker's fleet. Use the flamethrower for extra damage and snatch up Rings.
 Aqua Blast	A hovercraft ideal for shallow and icy waters. Spin to deflect smaller projectiles, and let loose with the chargeable laser cannon.

Name	Description
 Deep Typhoon	A powerful submarine ideal for searching for sunken ruins. Its voyage takes the form of a rhythm game as you tap and slide the stylus to repel foes.
 Magma Hurricane	A massive drill tank that can delve into the very heart of the planet.



ENEMIES

BARRIER ANGLER



Its angler light creates an energy charge

ELEKI ANGLER



A green variant that fires three energy shots

KAIZOKU HOGAN



Hearty brawler only found on Hidden Islands; it takes three hits to defeat

KAIZOKU SNOWBALL



Robot that snipes from its hiding place inside a snowball

RAPID CRAB



It scuttles about, snipping the air above itself

SKULL FIRE



Burning skull that will gnaw the Rings out of you until thrown off

BOMB GHOST



It blips in and out of sight, hurling bombs

KAIZOKU BOMB



Robo-pirate exclusive to the Hidden Islands that hurls bombs

KAIZOKU HOVER BOMB



Flying robo-pirate that drops spiked mines

KAIZOKU SWORD



Skeletal robo-pirate with a dangerous cutlass

SHISAKU-GATA DUMP



Harmless hunk that pushes you back with plumes of steam

SKY MOON



Floating robot that gets in the way; the red version may shoot lasers at you

CRYSTAL HEAD



Giant snowflake that acts like a saw blade

KAIZOKU GLIDER



Hang-gliding skeleton bot

KAIZOKU HOVER GUNNER



Green variant that snipes from above

NIBBLES



Fish bot that leaps out to bite you

SHISAKU-GATA JET



Jetpack-wearing robo-pirate that gets in the way

TRICERATANK



An all-terrain dino tank

DIVE BAT



This may surprise you, but it's a bat—that dives

KAIZOKU GUN



Robo-pirate armed with ship cannons

KAIZOKU SKELETON



It floats around, hurling its own bones at you

PTERA



A flying foe—the *p* is silent

SHISAKU-GATA SPANNER



A robo-pirate that spins, lashing out with its arms



ENEMY APPEARANCES IN ZONES

Barrier Angler	Coral Cave
Bomb Ghost	Haunted Ship
Crystal Head	Haunted Ship
Dive Bat	Coral Cave
Eleki Angler	Coral Cave
Kaizoku Bomb	Pirates' Island
Kaizoku Glider	Haunted Ship

ENEMY APPEARANCES IN ZONES (CONT.)

Kaizoku Gun	Sky Babylon
Kaizoku Hogan	Pirates' Island
Kaizoku Hover Bomb	Pirates' Island
Kaizoku Hover Gunner	Pirates' Island
Kaizoku Skeletons	Haunted Ship
Kaizoku Snowball	Haunted Ship
Kaizoku Sword	Sky Babylon



ENEMY APPEARANCES IN ZONES (CONT.)

Nibbles	Plant Kingdom
Ptera	Plant Kingdom
Rapid Crab	Coral Cave
Shisaku-gata Dump	Machine Labyrinth
Shisaku-gata Jet	Machine Labyrinth
Shisaku-gata Spanner	Machine Labyrinth
Skull Fire	Haunted Ship
Sky Moon	Sky Babylon
Triceratank	Plant Kingdom



BOSSES

CAPTAIN WHISKER & JOHNNY

The dastardly duo team up to fight you in a trap-laden arena.



EGG WIZARD

The Eggmen flee through the molten core of the world. Swap between Super Sonic and Burning Blaze freely to battle it and the power of the Jeweled Scepter.



GHOST CONDOR

A ghoul that floats out of range while dropping mines. Use the robots it summons to bounce up to the platforms floating around its head.



GHOST KRAKEN

It tries to blind you with jets of ink while lashing out with its jeweled tentacles.



GHOST PENDULUM

A series of floating weighted spheres hanging from a core. The larger the sphere, the harder it is to launch, but the more damage it deals.



GHOST PIRATE

Knock the jeweled core free of the towering terror's body and chase it down to deal damage.



GHOST REX

A tyrannosaurus-style robot with an extending neck that tries to club you with its head.

**GHOST WHALE**

A massive robot that can only be damaged on the inside. Jump down its gullet and race to its core!

**GHOST TITAN**

Use the summoned minions to shatter the force fields around the cannons, then use those to launch yourself right at the distant foe.

**NEW FACES****MARINE THE RACCOON**

A little girl with big aspirations. She dreams of building her own ship and becoming a daring captain, but she has a lot of growing up to do. She also may have mysterious water powers . . . ?

**COCONUT CREW**

A group of koalas who flock to Windmill Village as you improve the infrastructure. They give you access to unlockable content and extra missions.

CAPTAIN WHISKER

A big, burly bot who looks suspiciously familiar. He's joined by his tiny assistant bots, Min and Mum. Unlike the Eggmen he's modeled after, he's not afraid to get in there and fight with his fists.

**JOHNNY**

A torpedo-headed robot who is as arrogant as he is fast. He's eager to challenge Sonic to nautical races and never takes his losses gracefully.



2008

Sonic Riders: Zero Gravity

RELEASE DATES

US January 8, 2008

PAL February 22, 2008

JP January 17, 2008



US PS2 cover art



OVERVIEW

The second game in the *Sonic Riders* trilogy (referred to as *Sonic Riders: Shooting Star Story* in Japan) sees stark adjustments to some core mechanics. The Air system of its predecessor is gone, replaced with the new Gravity Point (GP) system and a generally simplified trick system. Performing tricks earns you more GP, which can be used for unique moves in certain portions of each track.

Performing Gravity Control allows you to manage those hairpin turns easier or manipulate yourself in space to access special shortcuts. Gravity Dive hurls you forward. You can gain even more speed by launching off all the debris thrown into zero-g in your wake.







The Extreme Gear have also been tweaked. In addition to three new models (Air Rides, Yachts, and Wheels), they now have a customizable Gear Change system. Each gear comes with two or three specific Gear Parts, which you can unlock midrace by gathering enough Rings.

STORY

It all begins with a mysterious meteor shower. Instead of bits of space rock, the ancient Arks of the Cosmos come raining down on the world. Tails recovers one to show it to Sonic, while another crashes into one of Dr. Eggman's newest robots: SCR-HD. Jet finds another, but this one is hidden within ancient Babylonian ruins.

The hunt for the Arks and the truth of their origin leads Team Heroes and Team Babylon into another series of races as the robots of MeteorTech run amok. Dr. Eggman's dubious startup company aims to harness the power of the Arks, but their power proves too chaotic. The rivals unite in the end to defeat a Master Core: A.B.I.S. SCR-HD, corrupted by the power of the Arks. The Arks are returned to Babylon Garden, which ascends into orbit.

ITEMS

	Rings	Get a lump sum, ranging from 10 to 100 Rings
	GP Boost	Receive 50, 100, or a full refill of GP
	Magnetic Barrier	Draws Rings to you
	High Speed	Gotta go fast
	Speed Down	Slow your opponent down with a heavy ball and chain
	Explosion	Bowl an explosive into your opponents
	Attack	Chase down your opponents on foot to attack or access shortcuts

	Colorball	Blind your opponents with all the colors of the rainbow
	Parts Lock	Block an opponent from using Gear Parts or Gravity Actions
	Missile	Hurl it at your foes to damage them in Survival Battle
	Shield	Endure one missile strike in Survival Battle
	Hit Point	Gain back one hit point during Sudden Death
	Explosion (SB)	Pass off the timed explosive before it blows you up

STAGES

HERO TRACKS



Megalo Station

Race amid the high-speed trains in the city of Monopole



Botanical Kingdom

Traverse the massive plant life in an even larger greenhouse



MeteorTech Premises

Bust into the shadowy MeteorTech facilities



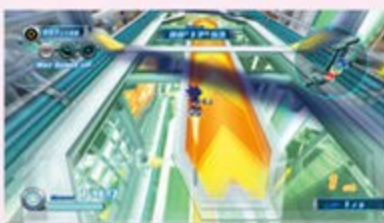
Aquatic Capital

Navigate the maze-like whitewater canals



Gigan Rocks

Ancient Babylon tech still functions amid the mountains



Crimson Crater

Race to the top of MeteorTech's signal tower!



Astral Babylon

Explore the high-tech interior of the Babylonians' ancient spaceship



'80s Boulevard

Race through a retro city with plenty of '80s callbacks

BABYLON TRACKS



Gigan Device

Escape the collapsing ancient Babylonian ruins



Nightside Rush

Rush down the rain-slick highways of Monopole



Snowy Kingdom

The massive biodome's lush interior has frozen over



MeteorTech Sparkworks

Escape the robot horde running amok in their own factory



Tempest Waterway

Storms ravage the choppy waters



Security Corridor

Race to the top of MeteorTech's signal tower



Mobius Strip

Chase down Master Core: A.B.I.S. and destroy it before it destroys the world.



'90s Boulevard

Race through a retro city with plenty of '90s callbacks

GAME MODES



Story Mode: Follow Sonic and his friends in the Heroes Story, then get the other side of things by playing as the Babylon Rogues in the Babylon Story.



Sonic Simulator: Complete seven missions per track as Dr. Eggman attempts to analyze the skills of his adversaries.

Survival Mode: A collection of multiplayer minigames.

- + **Survival Battle:** Use Gravity Control to launch missiles at your opponents in an arena battle
- + **Survival Ball:** Use Gravity Control to launch the ball through the opponent's goal to score points
- + **Survival Relay:** Race head to head, passing off your one and only Extreme Gear to your partners each lap



RACERS

*Unlockable racers



Sonic the Hedgehog



Jet the Hawk



Amy Rose



Shadow the Hedgehog*



Blaze the Cat*



Amigo (from Samba de Amigo series)*

SPEED TYPES



Miles "Tails" Prower



Wave the Swallow



Cream the Rabbit*



Rouge the Bat*



Silver the Hedgehog*



NiGHTS (from NiGHTS into Dreams series)*



SCR-HD*

FLIGHT TYPES



Knuckles the Echidna



Storm the Albatross



Dr. Eggman



Billy Hatcher (from Billy Hatcher series)*



SCR-GP*

SPECIAL CASES

Dr. Eggman is limited to only Bike or Wheel Extreme Gear. SCR-HD and its mass-produced SCR-GP minions are Wheel-type Extreme Gear by default. When racing, SCR-HD can also act as an Air Ride, while SCR-GP is only a Wheel. Super Sonic is playable when Sonic equips the Chaos Emerald "Extreme Gear."

POWER TYPES

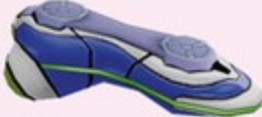
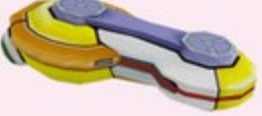
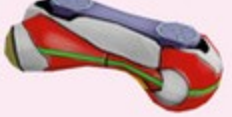







EXTREME GEAR TYPES

Board	The old standard returns and is generally useful
Skate	Gives racers access to grind rails on tracks
Bike	A sturdy ride that can smash through some obstacles but handles poorly
Air Ride	A flying wing that gives racers access to Dash Rings
Yacht	A windsail board that lets racers access Dash Rings and ride the wakes of their opponents
Wheel	Monowheel with more power and better cornering than a Bike






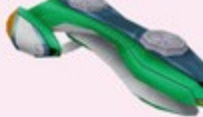



EXTREME GEAR

BOARDS

Name	Gear Parts	User(s)
 Blue Star	Max Speed UP Grind GP Gauge UP	Sonic
 Yellow Tail	Max Speed UP Air Ride GP Gauge UP	Tails
 Red Rock	Max Speed UP Bike GP Gauge UP	Knuckles
 Pink Rose	Max Speed UP Grind GP Gauge UP	Amy Rose
 Type-J	Max Speed UP Grind GP Gauge UP	Jet
 Type-S	Max Speed UP Bike GP Gauge UP	Storm
 Type-W	Max Speed UP Air Ride GP Gauge UP	Wave
 Smile	Max Speed UP Air Ride GP Gauge UP	Cream
 Temptation	Max Speed UP Air Ride GP Gauge UP	Rouge
 Black Shot	Max Speed UP Grind GP Gauge UP	Shadow
 Psychic Wave	Max Speed UP Air Ride GP Gauge UP	Silver



BOARDS (CONT.)

Name	Gear Parts	User(s)
 Flame Lance	Max Speed UP Grind GP Gauge UP	Blaze
 Night Sky	Max Speed UP Air Ride	NiGHTS
 Rhythm Machine	Max Speed UP Grind GP Gauge UP	Amigo
 Power Egg	Max Speed UP Bike GP Gauge UP	Billy Hatcher
 Shooting Star	Grind GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Faster	Grind Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Fastest	Grind Max Speed UP Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Turbo Star	Starting Speed UP Starting Speed UP Grind	All racers except: Dr. Eggman SCR-HD SCR-GP
 Light Board	Grind GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Wind Star	Air Ride Max Speed UP Yacht	All racers except: Dr. Eggman SCR-HD SCR-GP
 Road Star	Bike Starting Speed UP Wheel	All racers except: Dr. Eggman SCR-HD SCR-GP







BOARDS (CONT.)

Name	Gear Parts	User(s)
 Airship	Yacht Max Speed UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Wheel Custom	Wheel Starting Speed UP Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Omnitempus	Grind Air Ride Bike	All racers except: Dr. Eggman SCR-HD SCR-GP
 Hyperdrive	Grind GP Gauge UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 GC Booster	GC Boost UP GC Boost UP GC Boost UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 GC Master	GC Boost UP GC Boost UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Legend	Trick Rank + 1 Trick Rank + 1	All racers except: Dr. Eggman SCR-HD SCR-GP
 GP Accumulator	Air Ride GP Gain UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Skill Booster	Starting Speed UP Max Speed UP Durability UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 G Shot	Grind GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Chaos Emerald	Ring Cap UP Ring Cap UP Magnetic Barrier	Sonic
 The Crazy	Ring Cap UP Magnetic Barrier	All racers except: Dr. Eggman SCR-HD SCR-GP

BOARDS (CONT.)

Name	Gear Parts	User(s)
 Throttle	Throttle Throttle Throttle	All racers except: Dr. Eggman SCR-HD SCR-GP
 Beginner	Item Rank + 1 Item Rank + 1 Item Rank + 1	All racers except: Dr. Eggman SCR-HD SCR-GP
 Gambler	Ring Cap UP Ring Cap UP	All racers except: Dr. Eggman SCR-HD SCR-GPz
 Mag	Base Stats UP Attack Time UP GP Usage UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Untouchable	Max Speed UP Max Speed UP Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Rainbow	Grind Air Ride Bike	All racers except: Dr. Eggman SCR-HD SCR-GP


BIKES

Name	Gear Parts	User(s)
 E-Rider	Max Speed UP GP Gauge UP	Dr. Eggman
 Cover P	Starting Speed UP Max Speed UP	All racers except: SCR-HD SCR-GP
 Advantage P	Durability UP Durability UP Durability UP	All racers except: SCR-HD SCR-GP
 Master Off-Road	GP Gauge UP Wheel Durability UP	All racers except: SCR-HD SCR-GP
 Reserve Tank	Tank Tank Tank	All racers except: SCR-HD SCR-GP
 Hang-On	BGM Change	All racers except: SCR-HD SCR-GP





SKATES

Name	Gear Parts	User(s)
 Cover S	Durability UP Starting Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Advantage S	Max Speed UP Max Speed UP Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Shinobi	Ghost Auto Wall-Run	All racers except: Dr. Eggman SCR-HD SCR-GP
 Rail Linker	Starting Speed UP Max Speed UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Wanted	Ring Cap UP Ring Cap UP	All racers except: Dr. Eggman SCR-HD SCR-GP



WHEELS

Name	Gear Parts	User(s)
 GP Tank	GP Gauge UP GP Gauge UP GP Gauge UP	All racers except: SCR-HD SCR-GP
 Money Crisis	None	All racers except: SCR-HD SCR-GP
 Big Bang	None	All racers except: SCR-HD SCR-GP

AIR RIDES

Name	Gear Parts	User(s)
 Cover F	Durability UP Max Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP Billy Hatcher
 Advantage F	Starting Speed UP Starting Speed UP Starting Speed UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Kunoichi	Ghost Auto Wall-Run	All racers except: Dr. Eggman SCR-HD SCR-GP
 Angel • Devil	Angel/Devil	All racers except: Dr. Eggman SCR-HD SCR-GP

YACHTS

Name	Gear Parts	User(s)
 Bingo Star	Ring Cap UP Ring Cap UP	All racers except: Dr. Eggman SCR-HD SCR-GP
 Magic Broom	Vision Trap Parts Lock Status Trap	All racers except: Dr. Eggman SCR-HD SCR-GP
 Wind Catcher	GP Gauge UP GP Gauge UP GP Gauge UP	All racers except: Dr. Eggman SCR-HD SCR-GP



2008

Sonic Unleashed

RELEASE DATES (WII/PS2)

US November 18, 2008

PAL November 28, 2008

JP December 18, 2008

RELEASE DATES (PS3/XB360)

US November 20, 2008

PAL November 28, 2008 (XB360)
December 19, 2008 (PS3)

JP February 19, 2008



US PS3 cover art



OVERVIEW

Sonic Unleashed (or *Sonic World Adventure* in Japan) sees Sonic on a globetrotting adventure with a twist. Along the way, he'll find new gear and techniques, including the series staple Boosting. While part of the game is played in familiar high-speed platforming, the rest is spent as Sonic's new alter ego: the burly "Werehog."

As the Werehog, the player takes on a slower pace as they climb and explore large levels and battle hordes of enemies. You can employ light and heavy attacks to create a wide variety of combos, and finish off heartier enemies by successfully completing a quick-time event (QTE). Be careful, though, as failing the QTE will damage you and refill your enemy's health.

Collectibles are a big focus this time around. Along with the standard Rings, you'll also be raking in heaps of experience crystals from defeated enemies. Both Sonic and his Werehog incarnation can have their stats boosted to run faster, hit harder, and live longer, among other buffs. You'll also be tracking down Sun and Moon Medals (or Tablets), which are used to unlock stages so you may progress.

Accessing these stages is done through a series of hub maps, each populated with a large cast of locals. How you go about talking to them and navigating those hubs will vary based on which version you have, though.

VERSION DIFFERENCES

The high-definition versions on the PlayStation 3 and Xbox 360 differed greatly from their PlayStation 2 and Wii counterparts. These included different level layouts, different stage counts, different boss encounters, and, most notably of all: completely different hub maps.

The HD versions of the game had fully explorable hubs which changed according to the time of day. The citizens of each region could be approached and talked to directly. In the less robust versions the player navigates a static map screen. The leveling system, extra lives system, and more also can vary drastically between versions.

STORY

Dr. Eggman tricks Super Sonic into providing him with the power he needs to pull off his latest plan. The mad doctor fires a cataclysmic laser into the world below, shattering the crust and releasing the primordial destroyer god Dark Gaia. However, Dark Gaia is too weak to maintain its form and disintegrates, rolling over the shattered world in a fog.

Sonic is affected by its dark power, turning into the Werehog. He's promptly dropped out of the airlock, along with the power-sapped Chaos Emeralds. Sonic is rescued by Chip, a mysterious being with amnesia. As the sun rises, Sonic returns to his true form. The two of them set off

to solve the mysteries around Chip's identity and Sonic's malady—and to save the world.

During their adventure they learn that Sonic's transformations are caused by Dark Gaia's corruption, but Sonic's pure and noble spirit keeps his personality intact. Chip is revealed as Light Gaia, the other half of the godly duo, fated to do battle with his dark antithesis and be sealed away with it in an ancient cycle of rebirth. Sonic and Chip succeed in restoring the Chaos Emeralds, raising the seven Gaia Temples, and ending Dark Gaia's threat—all while also ending Dr. Eggman's ambitions.

THE SHATTERED WORLD

Sonic and Chip travel the globe, searching for the Gaia Temples to restore the power of the Chaos Emeralds and return the chunks of land to where they belong. Day and night, they adventure around each region, meeting numerous locals.



ADABAT

JUNGLE JOYRIDE

DAY



Quick Step to navigate the narrow walkways between stilt houses! Keep your speed to coast across the crystal-clear water.

NIGHT



Pay attention to the pattern of the evening blooms and how the waterfalls flow in order to proceed.

Locals

	Kaeo	A dexterous and ambitious young man
	Jamal	An aspiring fisherman whose tenacity can get the better of him
	Nagi	Rudi's younger sister, who has unfortunate luck
	Rudi	The linchpin of her family, she always carries a basket on her head
	Teanchai	Usually friendly but fiercely overprotective of his daughter



APOTOS

WINDMILL ISLE

DAY



Get the hang of your latest Sonic adventure by racing into town, bursting through bistros, and reaching the rooftops.

NIGHT



Seek out switches to open the gates while you brawl your way through the mean streets.

Locals

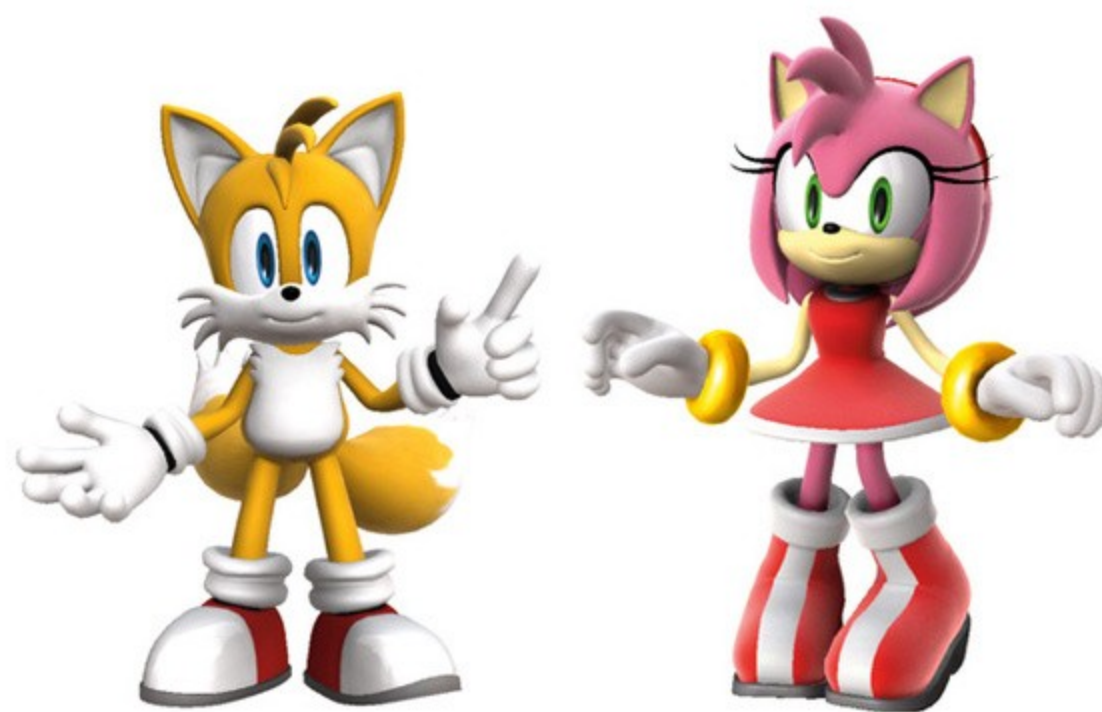
	Alexis	The rambunctious son of Lambros
	Anastasia	An elderly woman who frequently loses her dentures
	Eric	Anastasia's husband, who acts as translator when she's lost her dentures
	Gregorios	The village elder with some knowledge of the Gaia legends
	Ice Cream Vendor	A jolly craftsman of sweet treats who inadvertently helps name Chip
	Lambros	A sailor frequently at sea



APOTOS (CONT.)

Locals (cont.)

	Lucas	Lambros's shipmate, who has a worrisome secret or two
	Milos	Owner and operator of the Surfside Seagull Sundries shop
	Sandra	A world traveler who delights in meeting new people



CHUN-NAN

DRAGON ROAD

DAY



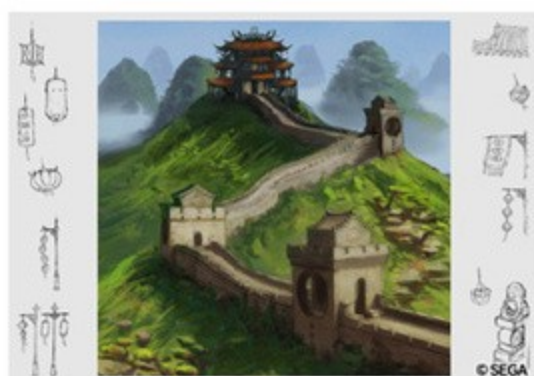
Zip between the towering cliffs by running high along the dragon-styled roadways or skimming across the valley rivers.



NIGHT



Shock your enemies in the shallow pools and fling yourself to new regions on giant flowers.



Locals

	Chun	A connoisseur of meat buns, and it shows
	Hualin	Daughter of meat bun makers, she's gone vegetarian
	Jinlin	Lin's daughter, who hopes to pass on the family business to Hualin
	Lin	A professional meat bun maker for ninety years
	Shuifon	A retired kung fu master who seeks to hide his power level
	Wang	He runs the counter of Lin's meat bun shop
	Yilin	A master at hide-and-seek, very dedicated to her craft
	Zonshen	A practitioner of traditional medicine and the guardian of the Gaia Gate



EMPIRE CITY

(PS3/XB360 exclusive)

SKYSCRAPER SCRAMBLE

DAY



Hurtle over the urban skyline, touching down on rooftops and overpasses as you defy gravity.

NIGHT



Brawl your way up skyscrapers from within and without. Keep your footing, because the girders here are lined with spikes.




Locals

	Boss	A business mogul who lives for the almighty dollar
	Brenda Hernandez	A globetrotting freelance journalist for the <i>World Treasure</i> magazine
	Charles	A promising medical student who can't stand the sight of blood
	Def Big	A major music producer on the lookout for the next big talent
	Elizabeth	A career teacher affectionately known as "Liz" to her students



EMPIRE CITY (CONT.)

Locals (cont.)

	Li'l Kate	An aspiring pop star with the pipes, moves, and gumption to achieve her dream
	Louie Montaine	A self-described love guru
	Robert	A fan of Big Def who moved to the city to emulate his idol



HOLOSKA

COOL EDGE

DAY








Watch your footing as you race along ice floes in the frozen sea. The whales here help rather than hinder!

NIGHT



Claw your way through waves of minions. Cross the icy gaps by clinging to giant icicles.

Locals

	Jari-Pekka	The ever-forgetful patriarch of the local family
	Jari-Thure	Sarianna's submissive husband
	Marketa	Sarianna's daughter, who has learned all the wrong lessons from her
	Sarianna	Jari-Thure's wife, who expresses her affection in harsh ways
	Ursule	The exceedingly generous matriarch of the family



MAZURI

(Stages are exclusive to the PS3/XB360 version; in the PS2 and Wii versions, this was simply a boss and hub world)

SAVANNAH CITADEL

DAY



Race through downtown and beyond to climb the titanic baobab tree.

NIGHT



Navigate the city via narrow balance beams and floating platforms.

Locals

	Ana	A young girl searching for her one true love
	Essie	A widowed mother of eight
	Gwek	The village elder with tall tales of his past heroism
	Kofi	Shop owner who is not exactly a "people person"
	Kwami	The presumed next in line as village elder
	Kwod	One of Essie's children, who has a unique spiritual gift
	Yawa	A young fan of Gwek's
	Yaya	Essie's youngest daughter, incredibly shy





SHAMAR

ARID SANDS

DAY



Rocket through the sprawling city and to the desert beyond. Navigate the crumbling ruins as you seek out the Gaia Temple.

NIGHT



Water is your greatest ally. Protect yourself in courtyard pools and hurl barrels to douse your fiery foes.

Locals

	Ara	Enterprising owner of the Golden Trading Company
	Dimah	Raniya's gossip buddy
	Ehsan	A restoration construction worker with a sneezing problem
	Erhan	A young man who is eerily similar to his father, Hizir
	Hizir	Leader of the restoration efforts, a man with zero patience
	Iman	A world-famous fortuneteller

Locals (cont.)

	Labib	A carpet-weaving prodigy
	Latif	Labib's fumble-fingered brother
	Layla	A klutzy university student
	Mufid	A vendor of the local stretchy ice cream
	Musaid	The town's self-appointed tour guide
	Raniya	Dimah's gossip buddy
	Sadiq	A boy who is inspired by Musaid
	Safi	Sammar's younger brother, a living compass
	Sa'id	A man devoted to his tea
	Samia	Yasmine's long-suffering, good-humored sister
	Sammar	Safi's older sister, she has zero sense of direction
	Shadi	Labib's son, who has a stunning singing voice
	Utba	A devout man who helps with the ruins' restoration
	Yasmine	A young girl who's devoted to protecting Shamar



SPAGONIA

ROOFTOP RUN

DAY



Make your way through town, across the orange rooftops, to the dizzying heights of the central clock tower.









NIGHT










A little careless brawling might knock down some doors and reveal handy power-ups. Fight your way to the face of the clock tower.

Locals

	Aida	The egocentric owner of the local jewelry shop
	Barbara	Gigi's wife and operator of the restaurant dining area
	Ciccio	An accomplished cobbler
	David	A university student who wants to start a family
	Denise	Owner and operator of the local hair salon
	Dora	A bashful university student

Locals (cont.)		
	Elio	The son of Ciccio and Natalia, he's not fond of his looks
	Federica	A university student and party girl
	Franco	A university student who comes from a wealthy family
	Gigi	Owner and chef of Restaurant Swa
	Ippolita	Irma's granddaughter, who aspires to have a formal education
	Irma	A shy hat maker
	Josef	A shop owner with a variety of hobbies
	Lilli	An archaeology major at the university

Locals (cont.)		
	Lucia	Ciccio and Natalia's daughter, and a guardian at the local Gaia Temple
	Marcantonio	A man with the ability to speak with ghosts
	Mauro	A prankster driven by the "loss" of his father, Lucas
	Natalia	A retired supermodel
	Otto	The landlord of the university dorms
	Prof. Pickle's Assistant	The nameless and fastidious fan of the professor
	Raimondo	A moody university student



EGGMANLAND & MORE

EGGMANLAND



Dr. Eggman has finally realized his dream of a personal theme park / death trap / capital city. Navigate the hazardous rides and unsafe working conditions as both Sonic and the Werehog in this final gauntlet.

TORNADO DEFENSE

(PS3/XB360 EXCLUSIVE)



Tails saves the day by flying Sonic and Chip to their next destination—twice! Complete a sequence of QTEs to shoot down bogeys and the flying battleship Egg Cauldron.

GAIA GATES

(PS2/WII EXCLUSIVE)



Hub stages full of goodies—if you have the medals and tablets to unlock them. You can also warp between regional Gaia Gates to hop all over the world.



GLOBAL PERSONALITIES

DON FACHIO VENDORS

A chain of chili dog stalls that can set up shop in any corner of the globe, no matter how many pieces it's in.




WENTOS




An incredibly shy traveling salesman who can only carry on a conversation through his Chao hand puppet.



ITEMS

(Exclusive to the PS3/XB360 version, except 1-up)

	Power Shield	Temporarily boost the Werehog's defenses
	Super Claw	Temporarily boost the Werehog's attack power
	Shield Charge	Refill the Werehog's Shield Gauge
	Super Ring	Grab ten Rings

	1-up	Get another chance at life
	Media	Books, records, and VHS tapes that unlock media like concept art, stage music, and more
	Chaos Orb	Dropped by downed enemies, these increase your EXP

ENEMIES: EGGMAN EMPIRE

EGG FIGHTER SERIES

These Egg Pawn cousins fill the same niche: combat droids with modular enchantments. The standard model comes unarmed.



SHIELD



Carries a heavy shield

SWORD



Carries a chainsaw sword

KNIGHT



Carries both!

SPRING



Deflects with a springy shield

SHOOTER



Has dual arm cannons

AERO-CANNON



A floating gun, it also comes in a gold variation

AERO-CHASER



Flying missile-launcher bot

EGG BLIZZARD



A fan bot that projects intense cold

EGG BURST



Tick-like exploding robot that latches onto you

EGG FLAME



A fan bot that shoots fire

EGG LAUNCHER



Mobile missile platform

EGG SHACKLE



Instead of exploding, it drains you of Rings

EGG TYPHOON



A fan bot that can blow you off course

INTERCEPTOR



A powerful and tenacious miniboss that will try to shoot and/or crush Sonic

LITTLE FIGHTER



An Egg Fighter's hands with a will of its own

MOLE CANNON



A hidden gun that pops up from the ground

SPINNER



The hovering bat-like bot returns, along with its Electro variant

THUNDER BALL



A floating orb with an electric shield



ENEMIES: DARK GAIA

BATS

Floating ghouls who tend to hover in place.

DARK

Your standard nuisance



SNIPER

Shoots you at the worst possible times



THUNDER

Electrifies at regular intervals



MASTERS

Magician-like creatures that cast magic from their wands.

DARK (PS2/WII ONLY)

It either heals others or fires energy balls to attack



FRIGHT

Summons Frights to fight you



LIGHTNING

Summons lightning bolts



FIRE

Summons fireballs



CURE

Heals other enemies



FRIGHTS

Tiny spirits that attack en masse.

DARK

Your standard Fright



RED

Nimbler variant



BIG MOTHER



A massive creature that belches out Rexes and flails its arms

DARK EEL



Burrowing beast that ambushes from below

EVIL FLOWER



An energy-shooting bloom of doom

KILLER BEE



It swoops and stabs with its stingers; the red versions are faster and stronger

LITTLE REX



Slightly more dangerous than Frights, this ankle biter hunts in packs (the red ones are even worse)

NIGHTMARE



Bipedal monster that brawls with the Werehog; Deep Nightmare is its bigger, sturdier variant

SPIKE



(PS2/Wii only) Tiny mite that expands and explodes

TITAN



A towering behemoth of immense power and durability



BOSSES

Dr. Eggman's Craft

EGG BEETLE

Dodge the massive mandibles as you chase Dr. Eggman around the giant tree surrounding the Mazuri Gaia Temple.



EGG DEVIL RAY

Bring down its energy shield while avoiding the myriad of lasers. They have a pattern to them, so time your movements accordingly.



EGG LANCER

Chase down this Beetle-Devil Ray combo through the gorgeous sea of Adabat. There are few openings to attack, so make each hit count.



EGG DRAGOON

Duel Dr. Eggman's fiercest flying mecha to date to the fiery core of the planet. This is his last stand, and he's holding nothing back, so neither should you!



DARK GAIA PHOENIX

The guardian of the Chun-nan Gaia Temple has been corrupted. Douse its flames, then beat the evil out of it.



DARK MORAY

The dragon-like monster hides behind an energy shield. Bring it down, then leap into the arena and pummel it!



DARK GUARDIAN

(PS3/XB360) Push a trio of blocks past enemies and hazards to unleash a jolt of magic to damage the commanding beast. (PS2/Wii) Watch out for that hammer as you punch him a bunch.



(PERFECT) DARK GAIA

A multitiered battle as Dark Gaia regains its full strength and enters its Perfect form. Tag-team as Super Sonic and Chip within the Gaia Colossus to whittle down the beast's defenses and save the world from annihilation.



NEW FACES

CHIP

Good natured, innocent, curious, and friendly, Chip eagerly samples the local delicacies of the world. His sweet tooth is so powerful Sonic named him after the chocolate chips on a sundae. Though Chip is skittish at first, Sonic helps him find his courage while allowing him to fully love and enjoy the world he's destined to protect.



PROF. PICKLE

An absent-minded educator and expert on the Gaia Manuscripts: the ancient documents detailing the cycle of destruction and rebirth brought about by Light and Dark Gaia. He's kidnapped by Dr. Eggman for his insights and denied a proper cucumber sandwich while captive. The horror.



SA-55

Dr. Eggman's robotic assistant, whose line delivery is as dry as its wit. While the paint job is different, this sassy droid is clearly the precursor to Orbot.



FACTOID

Did You Know? "Night of the Werehog" was an animated short starring Sonic, his Werehog form, and Chip as they navigate a haunted house. Two of the ghosts featured can be found in one of the Spagonia side missions of the PS3/XB360 versions of the game.



SONIC'S NEW ALTER EGO: THE BURLY "WEREHOG"



2008

Sonic Chronicles: The Dark Brotherhood

RELEASE DATES

US September 30, 2008

PAL September 26, 2008

JP August 6, 2009



PAL cover art



FACTOID

Everything Is Canon: One of the enemy units is the SWAT Bot, first seen in the 1990s cartoon series *Sonic the Hedgehog*.

OVERVIEW

Sonic makes his first foray into the RPG genre with this noncanon adventure. Players assemble a team of up to four characters and take part in turn-based combat against a variety of foes. Special POW attacks, utilizing one or more of your activity party, require the completion of quick time events (QTEs) by using the Nintendo DS's touchscreen. Occasionally foes will attempt to flee the battle, prompting a chase-down minigame where you must avoid obstacles and hit boosts to catch up with the enemies to finish the battle.

Players navigate a series of overworld maps to collect Rings and find hidden goodies. Players can swap out their active character to use one of their unique skills to pass obstacles on the overworld, reaching areas inaccessible to the rest of the cast. There are a finite number of Rings in each overworld, making purchasing health supplies and equipment tricky at times. In addition to equipment, characters can be equipped with Chao, which will grant certain boons. These Chao can be traded between players via Wi-Fi.

STORY

A joint effort between Sonic, his friends, and GUN appears to have defeated Dr. Eggman once and for all. Our heroes' happily ever after is rudely interrupted when

the villainous Marauders arrive to steal the Master Emerald and kidnap Knuckles. Sonic gathers his friends in an ever-escalating battle as a deepening mystery unfolds.

Among the many revelations is that the Marauders are the enduring members of the Nocturnus clan, an advanced echidna civilization that once warred with Knuckles's ancestors. They were transported to an alternate dimension called the Twilight Cage, where they conquered the other local races and prepared to invade their home dimension.

Sonic and his friends brave the unknown, shatter the Marauders' empire, and defeat their leader before returning home—to a world that's been conquered by Dr. Eggman.



CHAPTERS

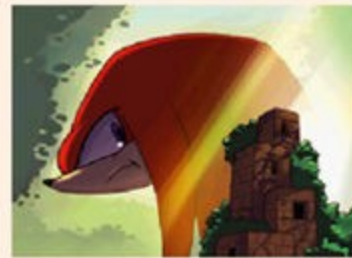
1 A HOSTILE RECEPTION



Central City, where they're met by Rouge.

Tails arrives in Green Hill and alerts Sonic to Knuckles's kidnapping. En route to investigate, they meet up with Amy and soon run afoul of a Marauder scout. With the foe beaten, the trio travel to

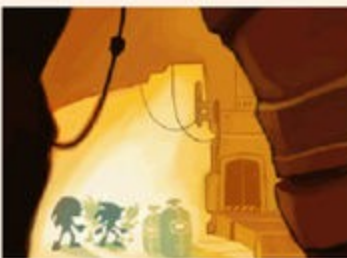
2 THE SEARCH FOR KNUCKLES



After canvassing Central City and Green Hill (with a curious spike in robot populations), the heroes travel to Mystic Ruin. There they find Big and rescue Knuckles.

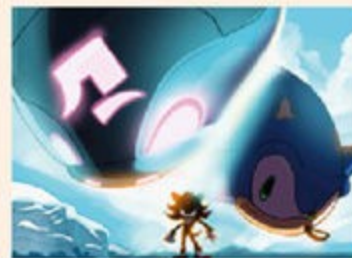


3 EGGHUNT



The search for the mastermind behind the recent attacks leads the heroes across all three regions and has them meet Cream. They eventually find Dr. Eggman's hidden bunker.

4 A WOLF IN THE SHADOWS



The search continues to Blue Ridge and leads to a clash with both Shadow and Shade as the Marauders finally make themselves known and reveal they are the Nocturnus clan.



5 BATTLE FOR ANGEL ISLAND



the Master Emerald, sending Angel Island crashing into Metropolis.

Sonic and Tails each take a team to navigate the ruins of Metropolis before storming Angel Island and confronting the leader of the Nocturnus, Imperator Pir'Oth Ix. He steals

6 BLACK HOLE SUN



with Dr. Eggman remaining behind to keep the return route clear.

Shade joins the heroes as they work to restore power in Metropolis so they can mount a preemptive strike against Ix's invasion. The heroes invade the Twilight Cage



7 QUEST FOR THE CHAOS EMERALDS



The heroes first confront and then forge an alliance with the Kron in their hunt for the Chaos Emeralds.

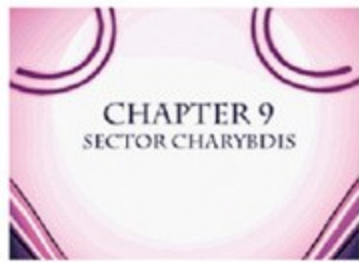
8 SECTOR SCYLLA



The heroes work to win the allegiance of the N'rrgal and Zoah as they track down more Chaos Emeralds and plan their assault on the Nocturnus base.



9 SECTOR CHARYBDIS



The heroes liberate the Voxai from their Nocturnus-loyal Overmind while securing the last Chaos Emeralds.










10 CITADEL SHOWDOWN





The alien alliance besieges the Nocturnus stronghold while Sonic and Knuckles lead a two-pronged assault on their base. It ends in a showdown between Super Sonic and Twilight Ix, ending with the heroes escaping home—only to find Dr. Eggman has betrayed them while they were gone.

PLAYABLE CHARACTERS

- + **Power** characters are geared toward dealing damage with low POW Point recovery.
- + **Shifter** characters can both battle and support with moderate POW Point recovery.
- + **Support** characters focus on healing and empowering the party or afflicting the enemy with ailments. They have high POW Point recovery.

Character		Description	Movement Abilities
	Sonic (Power)	He makes up for his low damage and defense with three attacks per turn and high priority.	+ Dash 3: Run through all loops and speedways
	Amy (Shifter)	Amy hits especially hard twice with her Piko-Piko Hammer and can withstand a few hits herself.	+ Dash 1: Run through some loops and speedways + Smash 3: Crush any obstacle
	Tails (Support)	He can nimbly strike twice per turn, but his low damage and defense mean he's better suited to aiding the party.	+ Fly 3: Fly between distant points
	Rouge (Shifter)	Like Tails, she's nimble but fragile, relying more on weakening and robbing the enemy than outright defeating.	+ Stealth: Avoid sensors + Fly 2: Fly between some points
	Knuckles (Power)	True to his nature, he can dish out and withstand a ton of damage.	+ Fly 1: Fly short distances + Smash 2: Crush most obstacles + Climb: Scale certain walls
	Big (Support)	His size makes him a virtual wall to block enemies.	+ Invulnerable 3: Pass through hazardous terrain
	Cream (Support)	An optional party member, she must reunite with Cheese in order to join. Weak and fragile in battle, she offers the best support POW moves.	+ Fly 3: Fly between distant points
	Dr. Eggman (Shifter)	Of course he survived! Now he joins Sonic in helping to repel their mutual enemy, the Marauders.	+ None
	Shadow (Power)	With greater strength and resilience, he's ultimately a better Sonic.	+ Teleport: Warp around barriers + Dash 2: Pass most loops and speedways

Character	Description	Movement Abilities
	Omega (Power) An optional party member. You must recover his dismembered pieces and reassemble him so he may join your party. Once restored, he boasts the highest attack and defense in the game.	<ul style="list-style-type: none"> + Smash 2: Crush most obstacles + Invulnerable 2: Pass through most hazardous terrain
	Shade (Power) Her advanced tech gives her the edge in battle, avoiding enemy attacks via cloaking and healing herself while dealing damage with her Leech Blade.	<ul style="list-style-type: none"> + Teleport: Warp around barriers + Stealth: Avoid detection + Climb: Scale certain walls

NEW FACES

SHADE



A Precurator of the Marauders, Shade had the job of gathering intel for the Nocturnus clan. She spent so much time looking outward, she failed to look at her own leadership. Learning of Ix's plans to conquer the world, she turned on her people and joined Sonic's forces.

PIR'OTH IX



Imperator of the Nocturnus clan. It was Ix's ambitions that stoked the ire of the interdimensional being Argus, who banished the echidnas to the Twilight Cage. His vicious ambitions weren't dulled by the setback, and instead he found ways to subjugate the other civilizations within the Twilight Cage and orchestrate a plan to invade his former home world.

SCYLLA & CHARYB

Two elite commanders of the Gizoid army. All Gizoids are constructed to serve the Nocturnus clan, but this duo are notable for their cruelty.



THE ZOAH

A warmongering empire of energy-based creatures led by General Raxos. They live by a strict caste system that glorifies the military elite. Aside from the Nocturnus, their fiercest rivalry is with the N'rrgal.



THE N'RRGAL

A rapidly reproducing species of slug-like creatures. All drones and warriors that emerge from the spawning pools share the same hive mind and serve the queen. She is the will of the swarm.



THE KRON

A rocky, golem-like species. Ruled by Foreman Krag, they once were the vicious rulers of their own world until imprisoned by Argus. Humbled by their loss of power, they now focus on being industrious.



THE VOXAI

A species of incredibly powerful psychics. Living across two colonies within the Twilight Cage, the Voxai live by the direction of their leaders, the Overmind. Once the Nocturnus have corrupted the Overmind with the power of the Chaos Emeralds, the rest of the Voxai become pawns in Ix's schemes.



2009

Sonic and the Black Knight

RELEASE DATES

US March 3, 2009

PAL March 13, 2009

JP March 12, 2009



US cover art



JP marketing brochure



OVERVIEW

The second in the Storybook Series sees Sonic return to an “on-rails” form of gameplay, but with considerably different controls. Players now move him with the Nunchuk’s control stick and attack by waving the Wiimote to control his sword. Sonic collects various-colored fairies this time around that count toward his Rings and Soul Gauge.

As Sonic progresses through the stages, he’ll come across local villagers, some of whom will ask him for Rings or other forms of assistance. Helping villagers while on the run can earn the player collectible and craftable items, which can, in turn, be exchanged with friends online. Helping (or harming) the villagers also affects your final score.

After the game’s infamous fake-out ending, players also gain access to Shadow, Knuckles, and Blaze as playable characters with their own unique styles. Sonic can master three styles himself, with Knight Style being the most balanced, Paladin Style focusing on power over speed, and Cavalier Style increasing speed at the cost of power.

STORY

Sonic is summoned into the legend of King Arthur by the wizard Merlina. She claims King Arthur has been

corrupted by the power of Excalibur’s scabbard, and his Knights of the Round Table now wreak havoc at his command. Sonic is paired with the living sword Caliburn to defeat the king and bring peace to the lands again.

But this is all a ploy by Merlina to gain the power needed to freeze the legend in time and prevent the destined disastrous end of King Arthur and his knights. While the tragedy of the future would be prevented, all those living within the story would be trapped in the same points of their lives forever. Sonic rallies the knights to fight back, unlocks the true power of Caliburn, and stops Merlina’s plans.



STAGES

Each stage is unlocked as the story progresses and can be revisited to play multiple missions.

1 MISTY LAKE



The resting place of Caliburn is beset by rampaging feral boars. Sonic learns the basics of sword swinging here.

2 CAMELOT CASTLE



The seat of power is now plagued by monsters from the underworld. Sonic has the local twin-tailed blacksmith get Caliburn back into fighting shape here.

3 DEEP WOODS



The ancient, gnarled forest is home to many villagers and Nimue. Here Sonic must cross blades with the grim Sir Lancelot.

4 TITANIC PLAIN



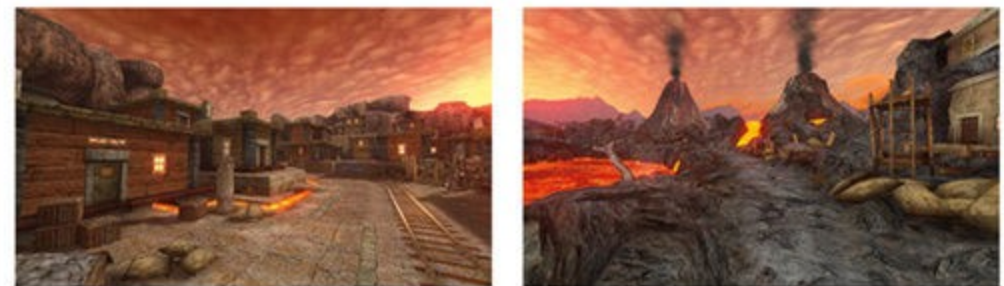
The picturesque scenery is marred by giant trolls transporting imprisoned villagers. Sonic must brave their giant siege engines to reach his duel of honor with Sir Gawain.

5 CRYSTAL CAVE



The twisting gloom is made dazzling by luminous crystals and mushrooms. Sonic takes a detour to save the imprisoned villagers before a hungry dragon returns home to feed.

6 MOLTEN MINE



A mining town built on the edges of an active volcano. Here Sonic faces the fiery will of Sir Percival.

7 FARAWAY AVALON



Sonic chases down the corrupted king and locks swords with the malignant monarch. His defeat prompts the credits to roll—but it's not the end!

8 KNIGHT'S PASSAGE



Sonic and the Knights of the Round Table flee through the sewers of Camelot Castle as Merlina unleashes her dark power.



9 SHROUDED FOREST



A once-lush forest, now corrupted by the Dark Queen's power. Sir Lancelot must brave the dark and twisted terrain to find one of the barrier stones needed to seal Merlina's power away.

10 GREAT MEGALITH



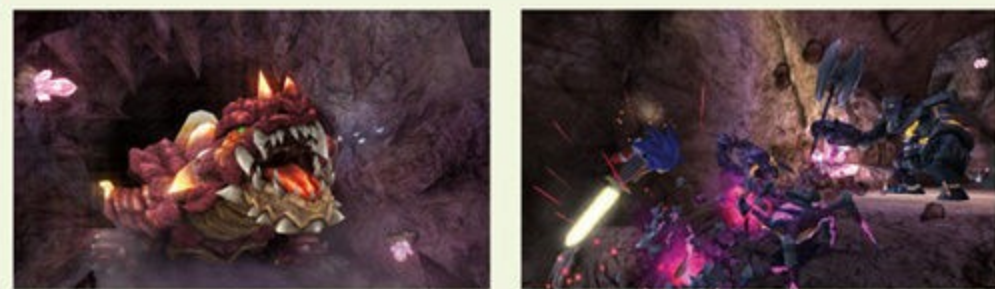
Sir Gawain invades the sprawling prison complex built upon ancient lands. Hidden deep within one of the caves is a magical barrier stone.

11 THE CAULDRON



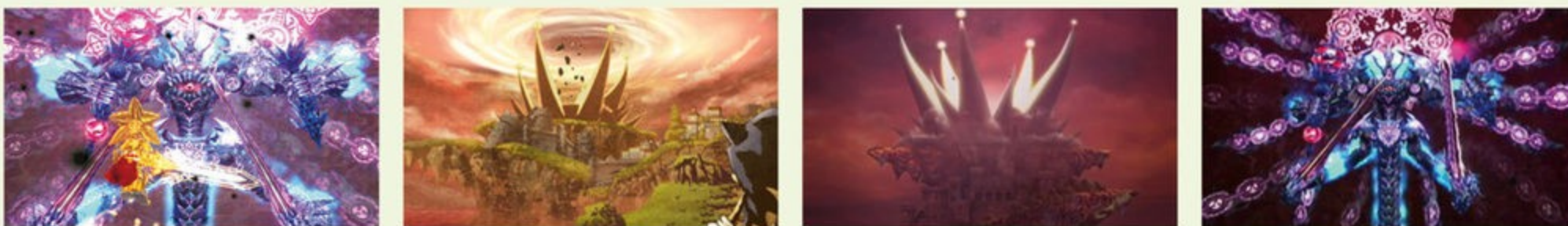
Sir Percival navigates the treacherous burning terrain of the active volcano. Somewhere beyond the ruins of an abandoned village is another barrier stone.

12 DRAGON'S LAIR



The final barrier stone is guarded by the massive Red Dragon and many more nesting Thunder Dragons.

13 DARK HOLLOW



With the power of the barrier stones unlocked, the knights' swords combine with Caliburn to release Excalibur's full might. Clad in golden armor, Excalibur Sonic does battle with Dark Queen Merlina for the fate of everyone within the storybook.



NEW FACES

MERLINA

The granddaughter of Merlin who seeks out the magic power of Excalibur's scabbard. Once it's in her possession, she becomes the all-powerful Dark Queen of the Underworld.



CALIBURN

An uptight sword entrusted to Sonic as he embarks on his quest. He's not too keen on Sonic's wild and reckless nature, but the two grow to share a mutual respect. He is, in fact, the legendary blade Excalibur.



KING ARTHUR

An illusion conjured by Merlin to bring peace to Camelot but corrupted by the power of Excalibur's scabbard. In the end the true king of Camelot is revealed—it's Sonic!



FAMILIAR FACES

As with *Sonic and the Secret Rings*, many familiar faces show up with new names and roles within this storybook world.

- + Tails as the local blacksmith
- + Amy as Nimue, lady of the lake
- + Shadow as Sir Lancelot
- + Knuckles as Sir Gawain
- + Blaze as Sir Percival
- + Jet as Sir Lamorak (multiplayer only)
- + Silver as Sir Galahad (multiplayer only)



FACTOID

Everything Is Canon: Sonic faces down two massive dragons in his quest. The Mist Dragon's coloration is remarkably similar to Dulcy the Dragon from the *Sonic the Hedgehog* animated series. The Red Dragon resembles the Biolizard of *Sonic Adventure 2* (Sir Lancelot even comments on it looking familiar).



2010-2019

Racing with Sonic

SONIC & SEGA ALL-STARS RACING

RELEASE DATES

US February 23, 2010

PAL February 26, 2010

JP n/a



PAL cover art

OVERVIEW

Sonic and many of his friends join an all-star roster of Sega's iconic characters, plus a guest or two, in a fairly traditional cart racer. In addition to completing laps, racers can pick up random items from capsules that can either help them or hinder the others. Each racer has a unique All-Star Move which gives them a temporary edge over everyone else.

As players complete races and missions, they earn Sega Miles. These miles can then be used to purchase additional racers, tracks, unlockable art, and music tracks.

Each racer is preset to their vehicle, which comes in one of three styles: bike, car, or hovercraft. Racers on bikes enjoy faster acceleration but are easily knocked around. Cars are your best all-around option but can suffer from unfriendly terrain. Hovercraft sail over any terrain and employ multiple midair boosts but handle like butter on glass.

The Nintendo DS version strove to offer the same content as its console brethren, but some things had to be pared back. All of the multicharacter options were limited to a single racer, and some of the more involved All-Star Moves were simplified.

ITEMS

	Shield	Activate to enjoy a brief respite from collisions and projectiles
	Mega Horn	Honk a shock wave to hit nearby racers
	Speed Shoes	One or three speed boosters
	Confusing Star	Spin your target and flip their screen
	Manual Rocket	One or three homing rockets
	Mine	One or three explosive road cones
	K.O. Glove	One or three ricocheting boxing gloves
	Pocket Rainbow	Blind someone with all the colors
	Giant Rocket	If you can't win, nobody wins
	Bowling Bomb	Explodes on impact

TRACKS

1 CHAO CUP



Seaside Hill
(*Sonic The Hedgehog*)
Whale Lagoon



Blizzard Castle
(*Billy Hatcher and the Giant Egg*)
Icicle Valley



Casino Park
(*Sonic The Hedgehog*)
Roulette Road



Carnival Town
(*Samba de Amigo*)
Sunshine Tour

2 GRAFFITI CUP



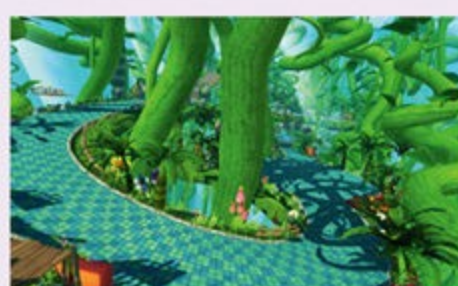
Tokyo-To
(*Jet Set Radio*)
Shibuya Downtown



Curien Mansion
(*The House of the Dead*)
Outer Forest

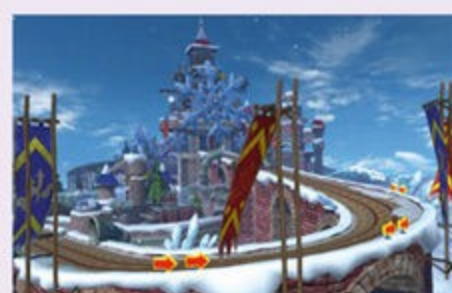


Final Fortress
(*Sonic The Hedgehog*)
Turbine Loop



Jumble Jungle
(*Super Monkey Ball*)
Treetops

3 EGG CUP



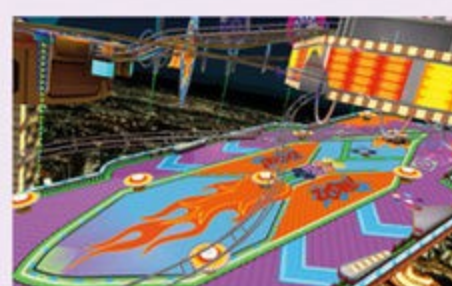
Blizzard Castle
(*Billy Hatcher and the Giant Egg*)
Rampart Road



Final Fortress
(*Sonic The Hedgehog*)
Dark Arsenal



Carnival Town
(*Samba de Amigo*)
Jump Parade

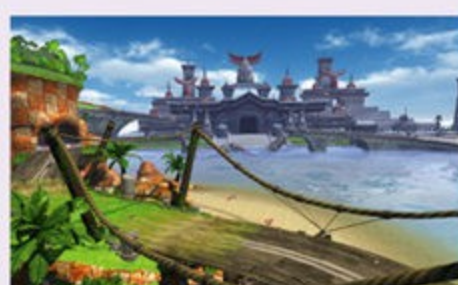


Casino Park
(*Sonic The Hedgehog*)
Pinball Highway

4 HORROR CUP



Curien Mansion
(*The House of the Dead*)
Sewer Scrapes



Seaside Hill
(*Sonic The Hedgehog*)
Lost Palace



Detritus Desert
(*Super Monkey Ball*)
Sandy Drifts



Tokyo-To
(*Jet Set Radio*)
Rokkaku Hill

5 SAMBA CUP



Carnival Town
(*Samba de Amigo*)
Rocky-Coaster



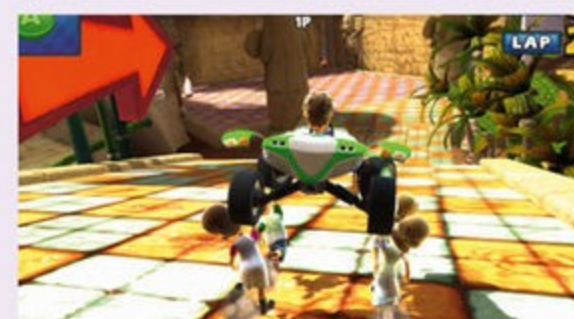
Tokyo-To
(*Jet Set Radio*)
Highway Zero



Curien Mansion
(*The House of the Dead*)
Deadly Route



Seaside Hill
(*Sonic The Hedgehog*)
Ocean Ruin



6 MONKEY CUP


Casino Park
(Sonic The Hedgehog)

Bingo Party


Dino Mountain
(Billy Hatcher and the Giant Egg)

Lava Lair


Pirates Ocean
(Super Monkey Ball)

Monkey Target


Final Fortress
(Sonic The Hedgehog)

Thunder Deck

7 DLC


Death Egg
(Sonic The Hedgehog)

Egg Hangar



RACERS

SONIC SERIES RACERS

Character		Vehicle	All-Star Move
	Sonic	Speed Star (car)	Super Sonic—Transform into a golden god and rocket through the opposition
	Tails	Tornado Racer (hovercraft)	Tails Tornado—Launch a whirlwind to pull you ahead while grabbing anything and anyone in your way
	Amy	Pink Cabriolet (car)	Piko Hammer—Road rage your way to victory
	Knuckles	Land Breaker (car)	Emerald Power—Glide and, with the power of the Master Emerald, rock the others with shock waves
	Dr. Eggman	Egg Monster (car)	Missile Madness—Vehicle reverts to the Egg Mobile and unleashes an explosive barrage
	Shadow	Dark Rider (bike)	Super Shadow—Transform into a white-golden god and never look back
	Big	Green Hopper (bike)	Giant Froggy—Hold on to the tail of a giant-sized Froggy and cause big trouble
	Metal Sonic (DLC: PS3/XB360)	Metal Booster (bike)	Maximum Overdrive—Bike takes on a missile-like shape and speed with an electrical tripwire

SEGA ALL-STARS

Character(s)	Vehicle	All-Star	Series
 Bonanza Bros. (Mobo & Robo)	Get-a-Way Wagon (car)	Blimp Strike—Robo drives while Mobo takes to a blimp and bombs the opposition	<i>Bonanza Bros.</i>
 Amigo	Sun Buggy (car)	Samba de Party—Amigo traps the others with his rhythms, forcing them to conga behind him	<i>Samba de Amigo</i>
 Opa-Opa	Itself (hovercraft)	Fantasy Thorn—Choose to blast your opponents with a megamissile or four smaller ones, or just rocket ahead	<i>Fantasy Zone</i>
 Billy Hatcher	Racing Rooster (car)	Egg Rodeo—Leave the car in favor of a giant egg and make the others scramble	<i>Billy Hatcher and the Giant Egg</i>
 Beat	De La Custom GGs (car)	Tag Jamming—Skate at high speed, tagging your opponents to blind them	<i>Jet Set Radio</i>
 Ryo Hazuki	Naoyuki's Motorcycle (bike), No. 5 Forklift (car—DLC: PS3/XB360)	Working Man—Race ahead on the forklift and toss your opponents, regardless of your default ride	<i>Shenmue</i>
 Alex Kidd	Sukopako Motorcycle (bike)	Peticopter—Take off in your minicopter and blast the opposition	<i>Alex Kidd</i>
 Ulala	Astro Glider (hovercraft)	Tension Blast—Ulala dances atop her ride while groups of Morolians force the other racers to join in	<i>Space Channel 5</i>
 B.D. Joe	Crazy Taxi (car)	Crazy Boost—B.D. gets a fare, prompting him to drive even faster	<i>Crazy Taxi</i>
 The ChuChus (Chuih, ChuPea, ChuBei & ChuBach)	ChuChu Rocket (hovercraft)	Cat-Walker—ChuChus swarm the other racers while the main four ride a giant KapuKapu to victory	<i>ChuChu Rocket!</i>
 Zobio & Zobiko	Hotrod of Horror (car)	Run-Away Love—Zobio grows huge off a potion and carries Zobiko in his rampage	<i>The House of the Dead</i>
 AiAi	Blazing Banana (car)	Super Monkey Roll—AiAi and his friends jump into their Monkey Balls and assault the track en masse	<i>Super Monkey Ball</i>
 Jacky & Akira	Red Lightning (car)	Virtua Fight—Akira hops out and punches the car ahead	<i>Virtua Fighter</i>

GUEST RACERS

Character(s)	Vehicle	All-Star	Series
 Banjo & Kazooie (XB360)	Bolt Bucket (car)	Jiggy Rain—Kazooie pulls a magical wrench and summons a rain of Jiggies	<i>Banjo-Kazooie</i>
 Xbox 360 Avatars (XB360)	Ava-car 720 (car)	Party Power—Four of your friends' avatars pick you up and hustle you ahead	Xbox 360 avatars
 Mii™ (Wii)	Super Zoomer (car)	Parade Power—Four of your Miis pick you up and hustle you ahead	Mii Channel



SONIC & ALL-STARS RACING TRANSFORMED

RELEASE DATES (WII U™)

US November 18, 2012

PAL November 30, 2012

JP May 15, 2013

RELEASE DATES (PS3/XB360)

US November 20, 2012

PAL November 16, 2012

JP May 15, 2014

RELEASE DATES (3DS™/PC)

US February 12, 2013 (3DS)
January 31, 2013 (PC)

PAL February 8, 2013

JP n/a


US PS3 cover art



OVERVIEW

The sequel to *Sonic & Sega All-Stars Racing* goes bigger and bolder in all the right ways. Not content to stay on the ground, every racer has a vehicle that can now transform into an aircraft or watercraft midrace. Tracks launch racers into the air, drop them into various flowing liquids, then return them to land without a hitch. Sometimes the tracks change between laps, thrusting the racers into a whole new route and racing medium.

There's a greater emphasis on performing stunts on the track this time around. Maintaining a drift around a turn builds up a three-level boost. Attempting rolls and flips in midair will also earn you a boost if performed well; sticking the landing gets you extra oomph, while face planting costs you speed.

Instead of Sega Miles, racers earn experience points (XP), which can be spent to level up racers' stats and unlock modifications for their vehicles. Players also earn All-Star Tokens from racing. They can spend five at a time on a slot machine minigame to potentially win gear. Furthermore, players can unlock and collect a variety of stickers by completing in-game objectives.

Seventeen tracks are original to the game, with four more returning from the previous installment. Players have a choice of thirty racers; however, some of them are exclusive to the console version.

NEW ITEMS

There are two types of capsules on the track: the regular Pickups and Super Pickups, the latter of which will give you multiples of an item, an enhanced version, or something special.

	All-Star	Transform into the flying mode (usually), accelerate, ignore all damage, and gain a unique offensive move for a short time
	Blowfish	A spiky mine that watches your opponent's pain
	Boost	One or three temporary accelerators
	Drone	Launch a dynamite-carrying RC copy to home in on an opponent
	Firework	One or three ricocheting festive rockets

	Ice Cannon	Launch a trio of snowballs, and land two or more to freeze your target solid
	Glove	Catch one incoming attack; the Super Glove catches everything for a short time
	Hot Rod	A three-tiered boost that can be detonated to hurt other racers (if it doesn't blow up on you first)
	Swarm	BEES! They drop hives as they seek out the first-place racer
	Twister	A whirlwind that spins opponents and reverses their controls briefly

TRACKS

1 DRAGON CUP



Ocean View Medley
Sonic Heroes



Samba Studios
Samba de Amigo

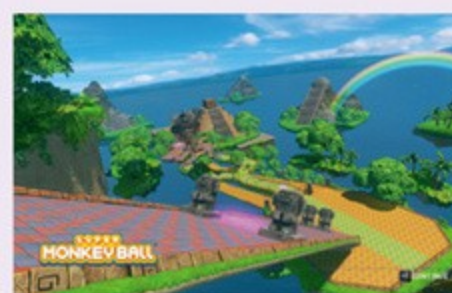


Carrier Zone
After Burner Climax



Dragon Canyon
Panzer Dragoon

2 ROGUE CUP



Temple Trouble
Super Monkey Ball



Galactic Paradise
Sonic Colors



Seasonal Shrines
Shinobi



Rogue's Landing
Skies of Arcadia

3 EMERALD CUP



Dream Valley
NiGHTS into Dreams



Chilly Castle
Billy Hatcher and the Giant Egg



Graffiti City
Jet Set Radio



Sanctuary Falls
Sonic & Knuckles

4 ARCADE CUP



Graveyard Gig
The House of the Dead EX



Adder's Lair
Golden Axe



Burning Depths
Burning Rangers



Race of Ages
Tribute to all things Sega



S CLASSIC CUP



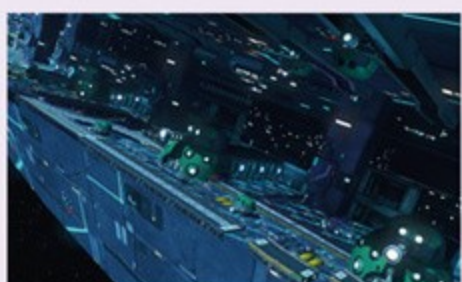
Sunshine Tour
Samba de Amigo



Shibuya Downtown
Jet Set Radio Future



Roulette Road
Sonic Heroes



Egg Hangar
Sonic The Hedgehog 3 & Knuckles

S DLC



OutRun Bay
OutRun 2



CHARACTERS

Character(s)	All-Star Move	Series
Sonic	The Speed Star is protected by Rings as Sonic launches to attack nearby racers	<i>Sonic The Hedgehog</i>
Tails	Tails is flanked by two miniature Tornado biplanes which can attack others with missiles and gunfire	<i>Sonic The Hedgehog</i>
Knuckles	Knuckles uses the Master Emerald to release shock waves of energy	<i>Sonic The Hedgehog</i>
Amy	Amy rockets forward, hurling multiple Piko Hammers	<i>Sonic The Hedgehog</i>
Dr. Eggman	Dr. Eggman fires barrages of missiles	<i>Sonic The Hedgehog</i>
Shadow	Shadow unleashes waves of energy	<i>Sonic The Hedgehog</i>
Metal Sonic	Catches nearby opponents in waves of dark energy	<i>Sonic The Hedgehog</i>
AiAi	Rolling Launcher—AiAi is encased in a high-speed marble and can launch bananas	<i>Super Monkey Ball</i>
MeeMee	Petal Power—MeeMee traps nearby racers in a flurry of blossoms	<i>Super Monkey Ball</i>
Beat	Hi-Def—Beat unleashes sound waves from giant speakers	<i>Jet Set Radio</i>
Gum	Heartbeat Drop—Gum drops multiple hearts behind her to trip up anyone following	<i>Jet Set Radio</i>
B.D. Joe	Crazy Horn—B.D. blasts opponents with four car horns	<i>Crazy Taxi</i>
Ulala	Dance Blaster—Ulala fires lasers ahead while two Morolians act as backup dancers	<i>Space Channel 5</i>
Pudding	Spatial Riff—Pudding unleashes sound waves from a literal electric guitar	<i>Space Channel 5</i>

Character(s)	All-Star Move	Series
Amigo	Maraca Massacre—Amigo hurls maracas at his opponents	<i>Samba de Amigo</i>
Alex Kidd	Janken Pummel—Strike with the power of rock, paper, or scissors	<i>Alex Kidd</i>
NiGHTS (as the craft with Nightopian driver)	Para-Looper—NiGHTS returns to their base form and Drill Dashes opponents	<i>NiGHTS into Dreams</i>
Reala (as the craft with Nightopian driver)	Nightmare—Reala takes on their true form to hurl energy shots	<i>NiGHTS into Dreams</i>
Vyse	Blue Rogues Attack—Vyse is surrounded by a ghost ship that fires cannons on both sides	<i>Skies of Arcadia</i>
Gilius Thunderhead	Magic Axes—Gilius magically summons and hurls a flurry of axes thanks to a pair of magic jars	<i>Golden Axe</i>
Joe Musashi	Jutsu of Karyu—Joe uses ninja magic to throw fireballs	<i>Shinobi</i>
AGES (Hornet, Dreamcast controller, F-14 Tomcat)	Squadron Strike—Gain a pair of wingmen and unleash missiles on your foes	<i>Daytona USA</i> (car), <i>After Burner</i> (plane)
Ryo Hazuki (DLC)	Work & Play—Summon a pair of orbiting forklifts to damage nearby racers	<i>Shenmue</i> (racer), <i>OutRun</i> (car), <i>Super Hang-On</i> (boat), <i>Space Harrier</i> (plane)
Football Manager (PC exclusive)	Penalty Shot—Sound the whistle and launch a soccer ball at your opponents	<i>Football Manager</i>
Shogun (PC exclusive)	Dragon's Fire—Unleash a hail of fireworks	<i>Total War: Shogun 2</i>
Gen. Winter (PC exclusive)	Red Strike—Strike with a whirling hammer and sickle	<i>Company of Heroes</i>
Willemus (PC exclusive)	Phalanx—Surrounded by shields, Willemus lashes out with four swords	<i>Total War: Rome II</i>
Avatar (XB360)	X-Bopped—Fire off a flurry of Xbox logos	Xbox Live Arcade

Character(s)	All-Star Move	Series
Mii (Wii U, 3DS)	Mii Adventurer—Raise your shields and strike with multiple swords	<i>OutRun</i> (car model)
Danica Patrick	Burn up the Track—The Danicar hurls fireballs	NASCAR (real life)
Wreck-It Ralph	Wrecking Whirl—Ralph swings a pair of wrecking balls under his copter	<i>Wreck-It Ralph</i>
Team Fortress (Pyro in car, Spy in plane, Heavy in boat—PC exclusive)	Right Behind You—Spy backstabs racers with missiles	<i>Team Fortress 2</i>
Yogscast Simon (DLC, PC exclusive)	Sweet Release—Strike with a pair of rainbow-powered snack cakes	Yogscast

FACTOID

Did You Know? Simon, a character from the *Minecraft* commentary series Yogscast, was part of a charity promotion.

Everything Is Canon: Danica Patrick was a real-life professional driver in NASCAR but has since retired. To reflect her profession, her vehicle features endorsement stickers.



CHARACTER VEHICLES



Car



Airplane



Boat

SONIC



Car



Airplane



Boat



Car



Airplane



Boat

TAILS



Car



Airplane



Boat



Car



Airplane



Boat

AMY ROSE

SHADOW

KNUCKLES

DR. EGGMAN

METAL SONIC



Car



Airplane



Boat



Car



Airplane



Boat



TEAM SONIC RACING

RELEASE DATES

US May 21, 2019

PAL May 21, 2019

JP May 21, 2019



Key art



OVERVIEW

The spiritual sequel to the *All-Star* racing games sees the roster exclusively filled with Sonic, his friends, and his enemies. The big focus this time around is teamwork, either in the story's preset trios or in your online setup. Racers can pass items to their teammates, increasing their potency or getting unique access to certain items.

Teammates can ride in another team member's wake to receive a speed boost and slingshot ahead—or skim by their slowed teammate to instantly accelerate them in a Skim Boost. As the team performs together, a collective meter fills. Unleashing the Team Ultimate gives all three teammates invulnerability and a rush of power.

The colorful assortment of items have been swapped out for a colorful assortment of Wisps. These function in basically the same way: offering boosts or attacks against other racers.

Racers are lumped into three categories:

- + **Speed types** have the best top speed but are otherwise flimsy and take a while to get back into the race. They are the only type that can find Red Burst Wisps.
- + **Technique types** have tight controls, boast high acceleration, and laugh at rough terrain as they zip over it. Rings also are attracted to them. They are the only type that can find Magenta Rhythm Wisps.
- + **Power types** get the most out of boosters and shrug off any obstacle, including other racers. However, they're the slowest of the bunch and handle like bricks. They are the only type that can find Pink Spike and Violet Void Wisps.

As the players complete challenges and races, they earn credits, which can be spent in-game to unlock random modifiers for the vehicles. These range from performance-altering mods to alternate colors or different horn tones.

STORY

King Dodon Pa of the planet Donpa Kingdom comes to Sonic's world in search of racers to test out his latest engine design. In addition to being the global monarch, the regal tanuki is the CEO and lead developer of Donpa Motors, the most advanced machine lab in the universe.

Sonic and his friends suspect shenanigans from Dodon Pa due to his shady nature but agree to participate to root out any villainous plans he may have. What they come to discover is he's just the socially awkward and unwitting pawn of Dr. Eggman. The mad scientist is after Donpa Motors' most powerful engine to date, which he plans to use to fuel his latest superweapon. Races are won, rivalries are tested, and the doctor is sent packing once again.



TRACKS

All but the final three tracks are available from the start of the game. The twenty-one tracks are split evenly across seven regional themes.

1 PLANET WISP



Wisp Circuit

The colorful racetrack gives way to equally vibrant natural terrain before looping back around.



Mother's Canyon

Mother Wisp floats in the yawning chasm and kindly creates roadways for you.



Doctor's Mine

Dr. Eggman's terraforming equipment from his previous campaign is still operational and still hazardous.

2 SEASIDE HILL



Ocean View

Returning from *Sonic & All-Stars Racing Transformed*, the track's been modified, since all you can do this time is drive.



Lost Palace

Another callback track, this time to the sandy course from *Sonic & Sega All-Stars Racing*.



Whale Lagoon

It's not just you—that orca is familiar, as is this nod to the same track from *Sonic & Sega All-Stars Racing*.

3 GLACIERLAND



Ice Mountain

Zip along the icy road as it takes you through an industrial shipping yard.



Frozen Junkyard

Relics of Dr. Eggman's army are frozen inside the glacier. One Death Egg Robot's deadly laser eye still works—look out!



Hidden Volcano

The chill of the ice patches does little to soothe the burning inferno of the molten rivers and magma giant.

4 CASINO PARK



Roulette Road

Pick your route on the branching path in this callback to the course from *Sonic & All-Stars Racing Transformed*.



Bingo Party

Race through the stars in this callback to a similar track from *Sonic & Sega All-Stars Racing*.



Pinball Highway

Dodge the towering stacks of casino chips in this callback to a track from *Sonic & Sega All-Stars Racing*.



5 SANDOPOLIS

**Sand Road**

Race across the dunes, over half-buried ruins, and around the glistening oasis.

**Boo's House**

Enter the haunted temple and avoid the ancient traps as King Boom Boo and his minions heckle you.

**Clockwork Pyramid**

Don't dwell on the mysteries of this technopyramid—or the fact you're driving up its surface!

6 ROOFTOP RUN

**Market Street**

Return to Spagonia in style as you race through the picturesque city.

**Sky Road**

Race over the sprawling old-world metropolis on flying roads.

**Haunted Castle**

Climb the treacherous clock face and drive through the Spagonia sewers.

7 FINAL FORTRESS

**Thunder Deck**

Return to the outer decks of Dr. Eggman's flying fortress from *Sonic & Sega All-Stars Racing*.

**Dark Arsenal**

Race through the manufacturing deck in this callback to a track from *Sonic & Sega All-Stars Racing*.

**Turbine Loop**

Plunge into the heart of Dr. Eggman's base in this remix of a course from *Sonic & Sega All-Stars Racing*.

All tracks, except for the Final Fortress set, are accessible from the start. Only after completing Team Adventure Mode are the final three tracks made accessible for multiplayer use.

GAME MODES

- + **Team Adventure:** Tackle the story and multiple missions with the entire cast
- + **Grand Prix:** Compete in four back-to-back races
- + **Exhibition Race:** Race through a single course
- + **Time Trial:** Pick a track and complete it as fast as you can



RACERS

E-123 Omega and Zavok make their debuts in the *Sonic* racing scene, while Cream the Rabbit is eschewed in favor of Chao newcomers.

TEAM SONIC

Character(s)	Vehicle	Type
Sonic	Speed Star	Speed
Tails	Whirlwind Sport	Technique
Knuckles	Land Breaker	Power

TEAM DARK

Character(s)	Vehicle	Type
Shadow	Dark Reaper	Speed
Rouge	Lip Spyder	Technique
Omega	Cross Dozer	Power



TEAM ROSE

Character(s)	Vehicle	Type
Amy	Pink Cabriolet	Speed
Chao (Neutral, Hero, Dark & Omochao)	Chao Pod	Technique
Big	Frog Cruiser	Power

TEAM VECTOR

Character(s)	Vehicle	Type
Blaze	Royal Chariot	Speed
Silver	Lightron	Technique
Vector	Beat Monster	Power

TEAM EGGMAN

Character(s)	Vehicle	Type
Metal Sonic	Formula M	Speed
Dr. Eggman	Egg Booster	Technique
Zavok	Road Dragon	Power



WISPS

New and familiar aliens return as items to help you or hinder your opponents.

BLACK BOMB



Roll ahead or behind for explosive results

BLUE BLOCK



Drop hazards in your wake

CRIMSON EAGLE



Home in on the nearest target

CYAN LASER



Unleash a concentrated beam

GRAY QUAKE



Summon pillars to stop the race leader

IVORY LIGHTNING



Strike everyone and cause them to stall out

JADE GHOST



Turn intangible for a short time

MAGENTA RHYTHM



Blind your opponents with sound (trust us on this one)

ORANGE ROCKET



Launch ricocheting rockets ahead or behind

PINK SPIKE



Create three orbiting spiked mace balls

RED BURST



Release a fiery shock wave

VIOLET VOID



Draw in all surrounding items and racers

WHITE BOOST



Accelerate instantly

YELLOW DRILL



Surge ahead with impunity



CHARACTER VEHICLES



SONIC



TAILS



KNUCKLES



SHADOW



ROUGE



OMEGA



AMY



CHAO



BIG



BLAZE



SILVER



VECTOR



METAL SONIC



DR. EGGMAN



ZAVOK



2010–2012

Sonic The Hedgehog 4

EPISODE I

RELEASE DATES

US October 11, 2010 (Wii)
October 12, 2010 (PS3)
October 13, 2010 (XB360)

PAL October 13, 2010 (PS3, XB360)
October 15, 2010 (Wii)

JP October 12, 2010 (PS3, Wii)
October 13, 2010 (XB360)

EPISODE II

RELEASE DATES

US May 15, 2012 (PS3)
May 16, 2012 (XB360)

PAL May 15, 2012 (PS3)
May 16, 2012 (XB360)

JP May 16, 2012 (PS3, XB360)



OVERVIEW

The spiritual precursor to *Sonic Mania*, *Sonic The Hedgehog 4* takes the looks of modern *Sonic* and gives it the classic *Sonic* treatment. Unlike the *Sonic Advance* series, which gives Sonic and his friends a variety of abilities and skills, *Sonic The Hedgehog 4* keeps things simple with the classic Spin Dash and modern Homing Attack.

The digital-only release also takes the novel route of releasing content episodically. Instead of one large game, players receive a handful of zones and a short story to complete, with each episode building upon the last. Whereas *Episode I* is largely a callback to games past, *Episode II* adds more original stages and Tails as a co-op buddy. This time around the player can team up with Tails on command to airlift to higher platforms, navigate underwater, or join in a powerful double Spin Dash—the Rolling Combo.

The final addition is *Episode Metal* (unlocked when both episodes are on the same device), a prequel campaign telling of Metal Sonic's return to form after his defeat in *Sonic CD*. This marks the second time Metal Sonic is playable outside of the racing titles.

STORY

Dr. Eggman is out to conquer the world once again by kidnapping small animals and using them to power his machines. Sonic sets out to foil his plans as always and manages to take down the space base known as EGG Station. Except that is only one piece of a much larger framework used to transform Little Planet into the newest Death Egg. Sonic and Tails reunite to finish the fight, with the newly restored and empowered Metal Sonic hot on their heels.

EPISODE I

1 SPLASH HILL ZONE



The familiar checkered hills and loop-the-loops run along the glittering coast. **Boss: Egg Mobile-H.** Dr. Eggman returns in the classic wrecking ball and chain.

2 CASINO STREET ZONE



Navigate the giant playing cards to zip through the glittering gaming plaza. **Boss: Catch Eggman.** The doctor trots out his mecha from *Sonic The Hedgehog 2*'s Casino Night Zone.

3 LOST LABYRINTH ZONE



Watch your step in the dark and flooded ruins. Grab a torch to light your way—and keep your balance on the giant orbs. **Boss:** Chase **Dr. Eggman** up the flooded corridors until he's cornered. Then climb the crushing pillars to bop the baddie.

4 MAD GEAR ZONE



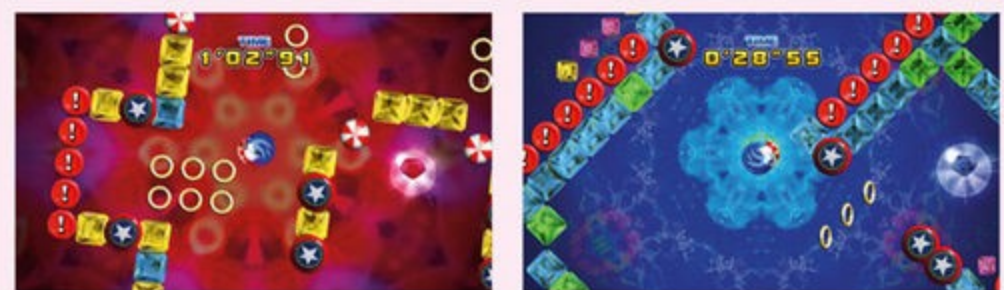
Storm Dr. Eggman's manufacturing plant, dodging the scalding steam and crushing gears. **Boss: Flying Eggman.** Dr. Eggman trots out the balloon-decoy-launching mecha from *Sonic The Hedgehog 2*'s Metropolis Zone, with a few variations to spice things up.

5 EGG STATION ZONE



Sonic takes a tiny personal rocket to chase Dr. Eggman into space. After tearing through a boss gauntlet, Sonic faces the fearsomely restored Death Egg Robot. **Boss: Death Egg Robot.** In addition to using its old arsenal, Dr. Eggman will attack with a kamikaze dive for one last hurrah.

6 SPECIAL STAGE



Navigate the psychedelic crystalline maze to find the Chaos Emeralds. This time around you can control the rotation of the maze yourself!

EPISODE II

1 SYLVANIA CASTLE ZONE



Sonic and Tails explore the flooded ruins near Never Lake, only to discover Little Planet is in peril. **Boss: Egg Serpentleaf.** A towering serpentine flower mecha with lashing robotic tentacles.

2 WHITE PARK ZONE



Race through the winter wonderland. The theme park has been invaded by Dr. Eggman's forces. **Boss: Metal Sonic.** Leap between the roller coaster rails in a running duel.

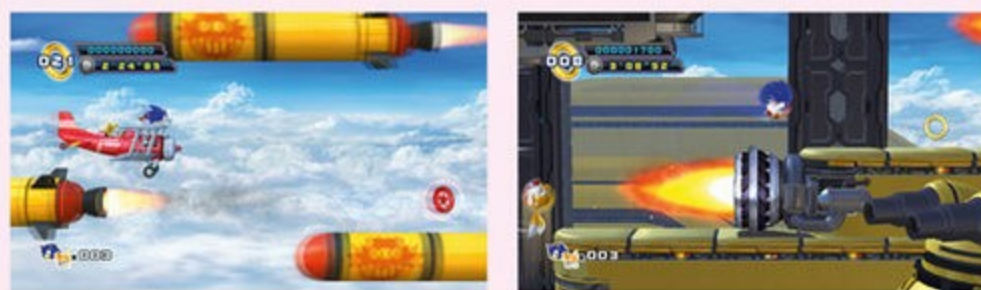


3 OIL DESERT ZONE



Blinking sandstorms and sinking seas of sand play host to the snaking pipes of a grimy refinery. **Boss: Egg Scrap Mech.** Climb the falling compacted refuse to strike the hodgepodge creation. Only a Rolling Combo can finish it off.

4 SKY FORTRESS ZONE



Ride the Tornado into the thick of the defensive fleet guarding Little Planet. **Boss: Metal Carrier.** Metal Sonic attacks in a flying gun platform to duel the Tornado.

5 DEATH EGG MK. II ZONE



Navigate the mechanical nightmare and its shifting gravity to confront Dr. Eggman and Metal Sonic. **Bosses: Dr. Eggman & Metal Sonic.** The doctor runs interference, protecting Metal Sonic as he charges up his new dark powers. **Metal Sonic.** Race Metal Sonic to pass the electrified blaster shield first. **Egg Heart.** Leap between the hazards of each variable-gravity ring to reach Dr. Eggman's cockpit.

6 SPECIAL STAGE



It's the return of the halfpipe from *Sonic The Hedgehog 2*. Avoid the bombs and gather enough Rings to earn the Chaos Emerald at the end of the track.

EPISODE METAL

PROLOGUE



Dr. Eggman's remote roboscreen finds Metal Sonic where he left him: battered and beaten on Little Planet. After a revitalizing jolt, Metal Sonic limps back home to begin his revenge.

1 MAD GEAR ZONE



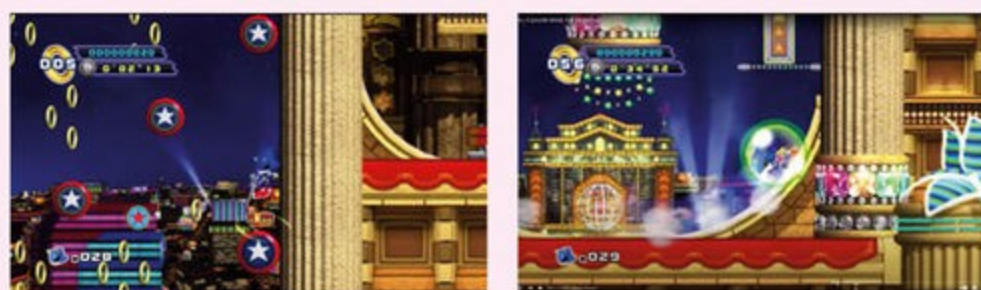
Metal Sonic is put through the paces before he can earn a tune-up from his creator.

2 LOST LABYRINTH ZONE



Metal Sonic explores the depths and finds a mysterious orb full of dark power. He takes it for himself and flies off, supercharged.

3 CASINO STREET ZONE



Metal Sonic's hunt for Sonic takes him through the glitzy plaza . . .

4 SPLASH HILL ZONE



... and the coastal hills. He arrives a second too late and sees the Tornado bound for Sylvania Castle Zone. So he takes up the rocket once used to reach the EGG Station and gives chase.

ENEMIES

Most of the badniks you'll encounter are familiar faces, but Dr. Eggman has deployed a few new models:

FULLBOAR



A tiny tusked tank that charges

SPIKES



A hardy, razor-shelled hermit crab

STEELION



A massive seal bot that can freeze the surrounding water

ZOOMER



A bird bot that will dive at Sonic, even if he's underwater

SCARABESQUE



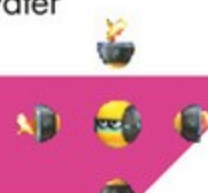
A beetle bot that bombs with boulders

SANDWORM



A Caterkiller on steroids that ambushes from the sand

FLAMER



A flame-throwing variation on Orbinaut

SNOWY



A massive polar bear bot that is defeated by a Rolling Combo

ENEMY APPEARANCES IN ZONES

Asteron	Mad Gear Zone
Balkiry	Sky Fortress Zone
Batbot	Casino Street Zone
Bubbles	Splash Hill Zone, Casino Street Zone, Lost Labyrinth Zone, Mad Gear Zone, Sylvania Castle Zone, White Park Zone, Oil Desert Zone, Sky Fortress Zone
Burrobot	Lost Labyrinth Zone
Chop Chop	Sylvania Castle Zone, White Park Zone
Chopper	Splash Hill Zone
Clucker	Sky Fortress Zone
Crawl	Casino Street Zone
Flamer	Oil Desert Zone
Fullboar	Sylvania Castle Zone, White Park Zone, Sky Fortress Zone
Jaws	Lost Labyrinth Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Mantis	Sylvania Castle Zone
Moto Bug	Splash Hill Zone
Newtron	Splash Hill Zone
Orbinaut	Lost Labyrinth Zone
Sandworm	Oil Desert Zone
Scarabesque	Oil Desert Zone
Shellcracker	Mad Gear Zone
Slicer	Mad Gear Zone
Snowy	White Park Zone
Spikes	White Park Zone
Steelion	White Park Zone
Turtloid	Sky Fortress Zone
Zoome	Sylvania Castle Zone



2010

Sonic Colors

RELEASE DATES

US November 16, 2010

PAL November 12, 2010

JP November 18, 2010



US key art



OVERVIEW

The spiritual successor to *Sonic Unleashed* sees Sonic boosting through tightly refined obstacle courses and tackling traditional platforming challenges in a 2D perspective. In the Wii version, each of the seven main worlds are broken up into seven stages and a boss fight. Typically two of these stages are more robust, while the others focus on a gimmick, puzzle, or specific challenge. The DS version has two acts per world.

The new mechanic this time around is the Wisps: colorful aliens that can give Sonic a temporary power boost. A variety of Wisps are unlocked as you progress through the game and offer shortcuts, prizes, or collectibles. The Wii version has no Special Stages. Instead players need to find all five Red Star Rings in each stage to unlock Super Sonic. Super Sonic is playable in all the regular stages but can't make use of the Wisps. The DS version does have Special Stages and adheres to the traditional emerald-gathering formula, earning players an extra boss fight. To access a Special Stage, carry at least fifty Rings by the end of the act.

STORY

Dr. Eggman announces his retirement from his villainous ways and unveils a sprawling orbital theme park as recompense for his past misdeeds. Sonic and Tails don't trust this at all and ride the orbital elevator up to investigate. They swiftly discover Dr. Eggman has taken over the entire Planet Wisp and is harvesting the natives' natural energy to fuel a massive mind-control ray. Sonic and Tails invade each part of the theme park to battle robots and free Wisps. In the Wii version, Sonic battles Dr. Eggman and then escapes as the theme park is consumed by a black hole.

In the DS version, all of Sonic's friends (and otherwise) show up as well for an assortment of reasons. They unlock challenges for Sonic to overcome in each stage. Once all the Chaos Emeralds are gathered, Super Sonic must purify the Nega-Mother Wisp and return her to her children.

In either scenario, once Planet Wisp and the Wisps are freed, they use their incredible power to bring their home world back to where it came from.

STAGES

1 TROPICAL RESORT



The welcoming node to Dr. Eggman's Interstellar Amusement Park. Race between the shops and tropical displays as the world looms just below. **Bosses: Rotatatron (Wii)**. Use the platforms to climb the Ferris wheel-like body and hit its eye. Grab a Cyan Laser Wisp to make short work of the boss. **Globotron (DS)**. Bop its fists after they strike, then finish it off with a blow to the head when it's down.

2 SWEET MOUNTAIN



Explore a wonderland built of food. Brave pits of popcorn, drill through mountain-sized cakes, and dodge missiles loaded with candy-sprinkle warheads. **Boss: Cpt. Jelly**. In the Wii version you storm his ship, forcing the captain to battle you on land. Using a Yellow Drill Wisp allows you to strike from below. In the DS version you fight the captain indirectly by hitting his crewmates and shots from his ship.

3 STARLIGHT CARNIVAL



Race along roads of light amid a fleet of floating carnival spaceships. Once inside, beware the crushing mechanisms and variable gravity. **Boss: Frigate Orca**. A massive battleship armed with searchlights, assorted explosives, and a cargo hold full of spikes. In the Wii version you can Homing Attack it relentlessly or use a Cyan Laser Wisp. The DS version focuses more on sending its own arsenal against it or using Orange Rocket Wisps.

4 AQUARIUM PARK



A watery world sporting deep pools, artificial reefs, Japanese-style architecture, and whole buckets of sushi. **Boss: Admiral Jelly**. In the Wii version, lure the homing missiles to blast open the emergency switch on the admiral's submarine and force him into a fight. In the DS version, launch the admiral's minions back at him to knock him down to your level.

5 ASTEROID COASTER



Ride the rails and leap between rocks in this barely tamed asteroid belt. The roller coasters are as deadly as the Wisp-processing factories hidden within. **Boss: Frigate Skullian**. In the Wii version you're up against the larger, more imposing battleship armed with machine guns and meteor-funnel portals. In the DS version the ship sports a tentacle you must counter to damage the ship.

6 PLANET WISP



The strange and beautiful home world of Yacker is being strip-mined and developed by Dr. Eggman. Invade the construction yard and end his assault on the ecosystem. **Bosses: Refreshinator (Wii)**. Another Ferris wheel-style antagonist. Be extra nimble with the platforms or use the Pink Spike Wisp to easily climb to striking distance. **Drillinator (DS)**. A dive-bombing drill bot with self-repair capabilities. Use the Yellow Drill Wisp to beat it at its own game.



7 TERMINAL VELOCITY



In the Wii version, race down the orbital elevator to reach the final boss encounter. Sonic must chase down Dr. Eggman in his Nega-Wisp Armor, which unleashes the power of the captured Wisps. Once Sonic has smashed the battle rig and freed the aliens, he must outrace the event horizon of the black hole consuming the theme park.

In what is strictly a boss fight in the DS version, Sonic must escape the Nega-Wisp Armor's assault until he reaches the battle arena. While this is Sonic's final fight with Dr. Eggman, the true final boss of this version of the game is only unlocked once all seven Chaos Emeralds are found.

8 GAME LAND



A collection of challenge stages that can be played alone or with a friend. Take command of the eerie RC Sonic robots and complete the Sonic Simulator, but only if you have enough Red Star Rings. Completing all three acts per zone earns you a Chaos Emerald.

ENEMIES

EGG PAWN



The standard foot soldier in a variety of themed outfits

SPINNER



The hovering bat bot returns!

BUZZ BOMBER



The classic bee bot is back

MOLE



Classic burrowing mole tank

MOTO BUG



The Goomba of Sonic

CRABMEAT



The classic clawed critter

SPINY



Laser-launching urchin

CHOPPER



Big teeth, little problem

JAWZ



High-speed torpedo shark

SANDWORM



Ambushing laser spitter

AERO-CHASER



Built for high-speed aerial pursuit

BIG CHASER



A rare but powerful robot—just run

UNI UNI (DS)



The classic shielded foe

ENEMY APPEARANCES IN ZONES

Aero-Chaser	Starlight Carnival, Planet Wisp
Buzzer	Sweet Mountain, Starlight Carnival
Chopper	Aquarium Park
Crabmeat	Aquarium Park
Egg Pawn	Tropical Resort, Sweet Mountain, Starlight Carnival, Aquarium Park, Asteroid Coaster, Planet Wisp

ENEMY APPEARANCES IN ZONES (CONT.)

Jawz	Aquarium Park
Mole	Tropical Resort, Sweet Mountain, Starlight Carnival
Moto Bug	Starlight Carnival, Asteroid Coaster
Sandworm	Asteroid Coaster
Spinner	Tropical Resort, Sweet Mountain, Starlight Carnival, Planet Wisp
Uni Uni (DS)	Aquarium Park, Planet Wisp, Asteroid Coaster

NEW FACES

ORBOT & CUBOT

These robotic henchmen serve Dr. Eggman, albeit not at peak efficiency. Orbot, clearly based on SA-55 from *Sonic Unleashed*, is lazy and sarcastic. Cubot is notably dimwitted with a malfunctioning voice chip that lapses into all sorts of caricatured voices.



WISPS

A rainbow of strange creatures with amazing powers thanks to their energetic particles, the Hyper-Go-Ons. They are all born from the Mother Wisp. When drained of their power, they turn into Nega-Wisps—eyeless, corrupted versions with strange new powers. More types of Wisps appear in later games, but for now we'll focus on the ones found in this game.

Normal Wisps	
Blue Cube	Turns blue Rings into cubes and vice versa, or smushes enemies
Cyan Laser	Turns into a beam to flow through cable or refract off crystals
Green Hover	Floats gently or zips along trails of Rings
Mother Wisp	The mammoth mother of all Wisps
Orange Rocket	Shoots up into the sky and through any armor
Pink Spike	Becomes a thorny Spin Dash that can climb walls
Red Burst	Performs explosive midair jumps
White Boost	The most common, this refills Sonic's boost meter
Yellow Drill	Allows Sonic to burrow through soft soil or slice through water



Mother Wisp



Nega-Mother Wisp

Nega-Wisps	
Nega-Mother Wisp	The horrifying and lethally powerful mutated Mother Wisp
Purple Frenzy	Transforms into a rampaging fanged figure
Violet Void	Transforms into a floating black hole



Blue Cube



Cyan Laser



Green Hover



Orange Rocket



Pink Spike



Red Burst



White Boost



Yellow Drill

YACKER

A White Boost Wisp who is befriended early on by Sonic and Tails. Using his Miles Electric, Tails is eventually able to decipher the Wisps' language thanks to Yacker's help.



2011

Sonic Generations

RELEASE DATES (PC)

US November 3, 2011	PAL November 3, 2011	JP November 3, 2011
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RELEASE DATES (3DS)

US November 22, 2011	PAL November 25, 2011	JP December 1, 2011
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RELEASE DATES (XB360/PS3)

US November 1, 2011	PAL November 4, 2011	JP December 1, 2011
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US 3DS cover art



OVERVIEW

Sonic Generations was crafted to celebrate *Sonic's* twentieth anniversary, and it did so in style. The console version of the game saw two versions of Sonic—modern and classic—navigating a white void and restoring stages and friends from across their shared legacy. Modern Sonic's stages were primarily designed as high-speed obstacle courses with a variety of hidden paths. Classic Sonic's stages were faux 2D platformers with speedy sections. The two iconic play styles were packaged together in one high-quality love letter to the series.

In addition to classic and modern versions of each zone, Sonic's friends and allies show up in a variety of missions. The selection of bosses, however, is strictly limited to either one version of Sonic or the other. Players can spend the Rings they've amassed at an in-game shop to purchase equipable perks and extra lives. These perks, such as shields and tweaked abilities, can be assigned to specific loadouts for easy swapping and customization.

The 3DS version follows the same premise, but the stage selection is entirely different. Classic Sonic still plays like his old self, but Modern Sonic now takes on the feel of his *Sonic Rush* incarnations.

STORY

After being trounced by Sonic, Dr. Eggman finds himself drifting in space. In the void he finds a mysterious, malevolent force he dubs the "Time Eater." The mad doctor cybernetically enhances the Time Eater and unleashes it on all of spacetime, reducing reality to a white void and kidnapping all of Sonic's friends—on his birthday, no less.

Sonic eventually teams up with himself, and together the boys in blue use the power of their speed to reverse the damage. As they piece together reality, Dr. Eggman recruits his classic self to fully upgrade the Time Eater into its formidable final form. In the end the heroic hedgehogs call upon the power of the Chaos Emeralds and eliminate the Time Eater as Super Sonics.

CONSOLE STAGES

1 GREEN HILL ZONE



Return to where it all began. Delve deep into sea caverns and loop the iconic loops.

2 CHEMICAL PLANT ZONE



The putrid industrial refinery is as pretty as ever. Wreck the doctor's facility (and hope it doesn't seep into the groundwater).

3 SKY SANCTUARY ZONE



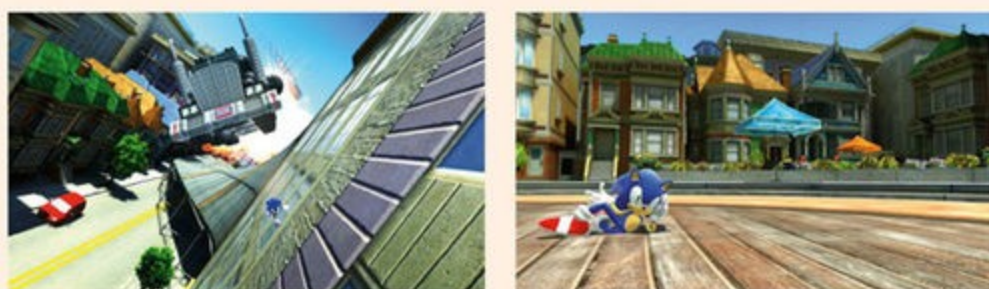
Linger in the lush ruins hanging in the sky around Angel Island and chase down the Death Egg one more time.

4 SPEED HIGHWAY ZONE



Race up and down and all around as you dodge traffic in downtown Station Square.

5 CITY ESCAPE ZONE



Snowboard or skateboard down the city streets while escaping that vicious truck.

6 SEASIDE HILL ZONE



Go island hopping while skimming the coast and exploring the flooded ancient palaces.

7 CRISIS CITY ZONE



The infernal future defies being erased from time and burns on.

8 ROOFTOP RUN ZONE

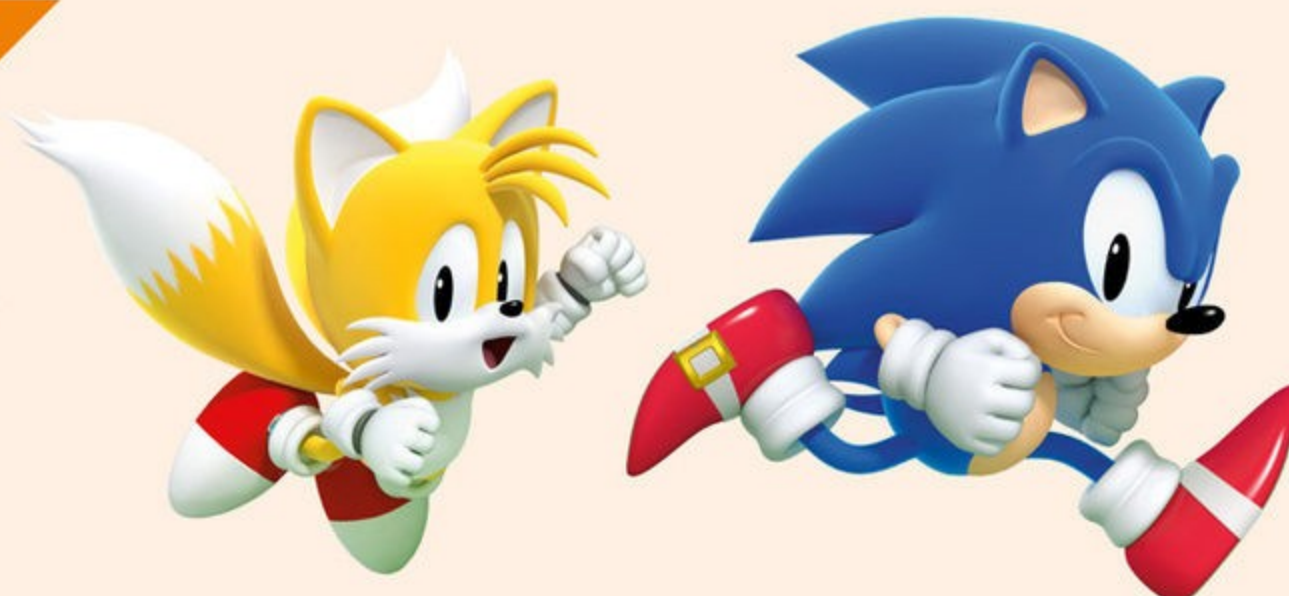


Scale the iconic clock tower of Spagonia and cross the orange roof tiles without any Werehogging.

9 PLANET WISP ZONE



Return to the surreal beauty of the alien world and save the Wisps from Dr. Eggman's strip-mining efforts.



HANDHELD STAGES

1 GREEN HILL ZONE



Sonic The Hedgehog had a lot of memorable zones, but you'll be spending time in Green Hill once again.

3 MUSHROOM HILL ZONE



The shrooms are groovin' to your return.

5 RADICAL HIGHWAY ZONE



GUN's military might is on full display as you grind along suspension bridges and slip under guard barrels.

7 TROPICAL RESORT ZONE



Dr. Eggman's intergalactic theme park was a bust, but don't let that stop you from running through it one more time.

2 CASINO NIGHT ZONE



All the glitz, glamour, and addictive gambling return with this swanky stage.

4 EMERALD COAST ZONE



It's sun, surf, and killer whales as the Sonics adventure along the coast of Station Square.

6 WATER PALACE ZONE



Bounce off bubbles and ride the currents through the aquatic temple ruins.

8 SPECIAL STAGE



The *Sonic Heroes*-style tubes return. Gather the brightly colored orbs to fuel your pursuit of the Chaos Emeralds so you can face the final boss.



FACTOID

Hidden Treasures: There is a ton of unlockable content, including concept art, cinematics, and oodles of music from across the history of the series, both original and remixed. While in the lounge where you enjoy all your stuff, press Back (XB360) or Select (PS3) to access a hidden statue gallery.

CONSOLE RIVALS AND BOSSES

CLASSIC METAL SONIC

Make the best of a bad future in Stardust Speedway with Classic Sonic.



SHADOW THE HEDGEHOG

Race your dark rival as Modern Sonic across the ARK, grabbing the power needed to overwhelm him.



SILVER THE HEDGEHOG

Modern Sonic runs for his life as Silver tears apart Crisis City to bring him down.



TIME EATER

Both Super Sonics fly through the end of time to destroy the mechanical monster.



PERFECT CHAOS

No need for Chaos Emeralds here! Modern Sonic races through the flooded city to quell the ancient fury once more.



DEATH EGG ROBOT

Attack Dr. Eggman's iconic mecha from new angles with Classic Sonic.



EGG DRAGOON

Sonic takes on the monstrous mecha without the added oomph of his Werehog form.



HANDHELD RIVALS AND BOSSES

CLASSIC METAL SONIC

Ol' Turbine Torso has escaped Little Planet to menace Classic Sonic in Casino Night Zone.

SHADOW THE HEDGEHOG

Modern Sonic races his dark rival through Radical Highway. Watch out for his hail of Chaos Spears.

SILVER THE HEDGEHOG

Modern Sonic races his younger rival through Tropical Resort. Silver, in turn, hurls stuff at you and teleports. Cheater.

TIME EATER

The Super Sonics take on the Eggmen at the end of time in a battle notably easier to understand and complete than its console counterpart.

BIG ARM



Dr. Eggman's spike-capped mecha is feeling grabby. Break his hands as Classic Sonic.



BIOLIZARD



Modern Sonic steals Shadow's iconic duel to pacify the prototype lurking in the Cannon's Core.

EGG EMPEROR



Modern Sonic will have to do without the superpower of teamwork as he faces the gold-plated goliath alone.



2013

Sonic Lost World

RELEASE DATES (WII U/3DS)

US October 29, 2013

PAL October 18, 2013

JP October 24, 2013

RELEASE DATES (PC)

US November 2, 2015

PAL November 2, 2015

JP November 2, 2015



US Wii U Bonus Edition cover art



OVERVIEW

After striking gold with the format established in *Sonic Unleashed*, *Sonic Colors*, and *Sonic Generations*, *Sonic Lost World* takes the bold move to reinvent the wheel. Gone are the high-speed obstacle courses and Boost mechanic. Instead Sonic explores large open spaces with parkour techniques and three levels of speed: jogging, sprinting, and Spin Dashing. The latter two are maintained by holding down the left and right triggers of the Wii U GamePad.

Sonic's attacks are also altered. His Homing Attack now has three stages of charge, rewarding your patience with an increasingly powerful hit. Some enemies resist the technique now, forcing Sonic to use a Flying Kick, which sends these foes flying in the Wii U version. In the 3DS version, he performs a Somersault Kick to momentarily disable his opponents.

The Wisps return to lend their power to Sonic, with new breeds granting new abilities. The colors and powers vary between the console and handheld versions, with many of the former initially relying on the motion controls of the Wii U pad. Thankfully the option to toggle that feature off was patched in later.

As Sonic crosses Lost Hex he can find capsules full of small animals. Busting these open frees a herd of critters which are added to a grand tally. Some minigames allow you to rescue even more. You must hit a certain threshold to unlock stages and RC vehicles exclusive to the co-op mode. The RC vehicles are controlled via a 3DS or Wii Remote and allow a second player to grab Rings or attack enemies to help Sonic out.

The 3DS version follows the same story but has wildly different stage designs and gimmicks. The handheld version keeps Chaos Emerald collection to gyroscopic Special Stages, while the console version rewards you for finding all the Red Star Rings.

STORY

Sonic and Tails accidentally discover Lost Hex when shot down while pursuing Dr. Eggman. He's set up shop on the hidden world and enslaved the local Zeti. However, when Sonic breaks Dr. Eggman's control over them, the Deadly Six return the favor by turning on hero and villain alike.

Sonic and Dr. Eggman are forced into an uneasy alliance as they seek out the heart of Dr. Eggman's plans: a device that can draw the very life force out of the planet. Dr. Eggman intends to use the energy to supercharge his robot army, but the Deadly Six have taken the power for themselves.

Sonic fights his way across Lost Hex, trounces each of the Deadly Six, and puts down Dr. Eggman's vile but inevitable betrayal.

STAGES

1 WINDY HILL



Run along the lush loops and cylinders that float high above the surface, then plunge into the glittery caverns within. **Bosses: Zazz, Moon Mech**

2 DESERT RUINS



The shifty sands and stone pyramids are haunted by ghosts and robots alike. Take a detour down a massive tree in Zone 2. **Boss: Zomom**

3 TROPICAL COAST



Zik has turned the spherical islands into his personal gardens, and the fruits of his labors obey their master. **Boss: Master Zik**

4 FROZEN FACTORY



Industrial pipes give way to an open-air casino. Watch your footing and beware the yetis. **Boss: Zeena**

5 SILENT FOREST



Ascend from the swampy bottom to the well-guarded canopy before descending into an ancient temple. **Boss: Zor**

6 SKY ROAD



Narrow strips of land wind through the clouds as Zeti-controlled robots swarm. **Boss: Zavok**

7 LAVA MOUNTAIN



Storm the Eggman-enhanced Zeti stronghold and defeat the Deadly Six at their strongest. Once Zavok's final fury has been quelled, Dr. Eggman returns to seize the day. **Bosses: Deadly Six, Giant Zavok, Eggrobo**



BONUS STAGES

Wii U-exclusive content for after you've completed the game.

1 HIDDEN WORLD



A selection of bonus challenges unique to this psychedelic region.

2 NIGHTMARE ZONE



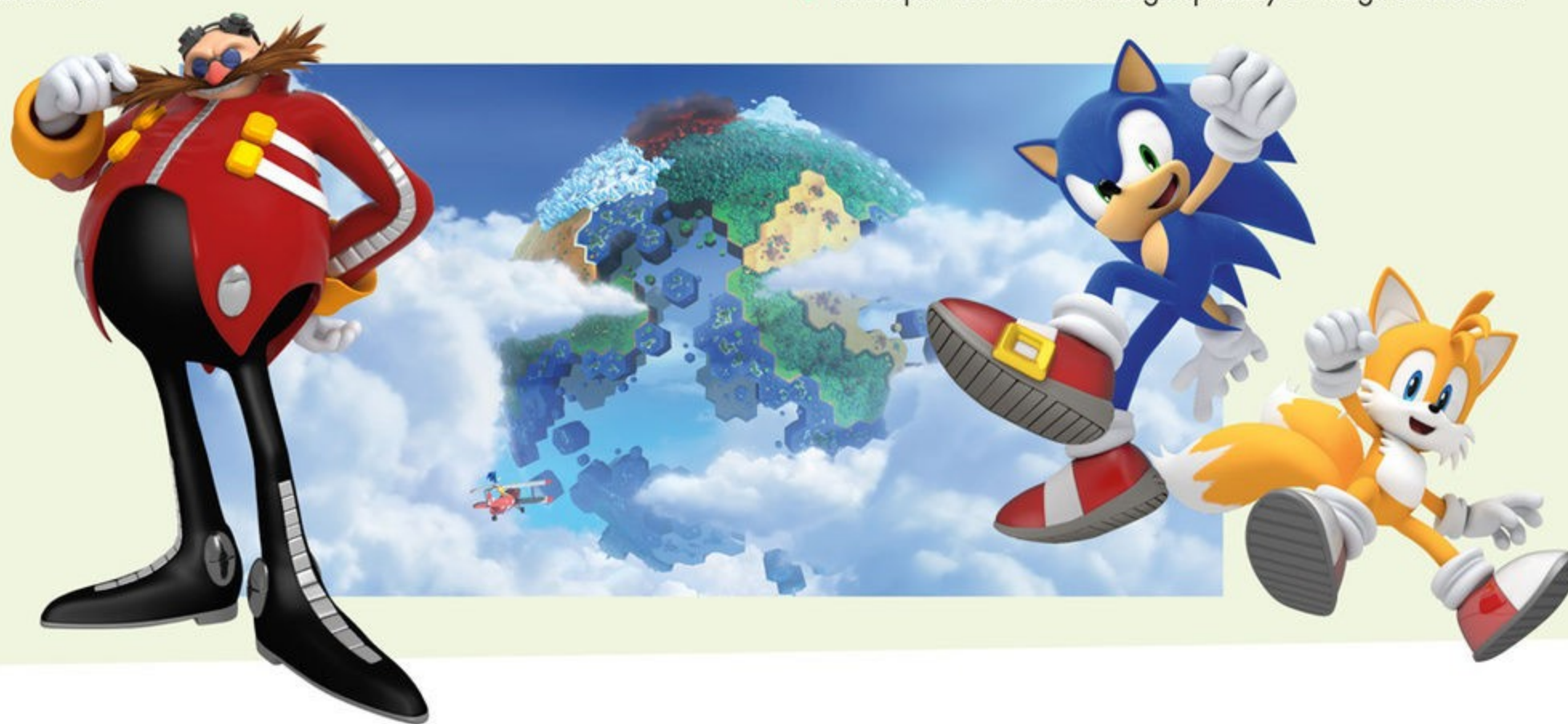
Originally available only in the limited-run Bonus Edition, this zone has Sonic take on a gauntlet of bosses from *NiGHTS into Dreams*. Each boss follows the attack patterns of the Deadly Six. You'll earn a large quantity of small animals at the end.

3 YOSHI'S ISLAND™ ZONE

Free DLC where Sonic can play a stage based on the *Yoshi's Island* series. Bringing more Yoshi Eggs to the end earns you multiple extra lives.

4 THE LEGEND OF ZELDA™ ZONE

A tie-in to *The Legend of Zelda: Skyward Sword*™ sees Sonic don a familiar tunic and cap while exploring a unique series of maps. You'll earn a large quantity of Rings at the end.



WISPS

In addition to many of the types found in *Sonic Colors*, new Wisps have made their home on Lost Hex.

BLACK BOMB



Turn into a rolling explosive, growing as you roll over enemies (Wii U)

CRIMSON EAGLE



Turn into a bird-like form and glide for a short time (Wii U)

GRAY QUAKE



Become a metallic earth quaker

INDIGO ASTEROID



Consume all that's around you as you float by

IVORY LIGHTNING



Conduct yourself well and jump between power coils (3DS)

MAGENTA RHYTHM



Bounce in time to collect notes and float along (Wii U)

NEW FACES

THE DEADLY SIX

A half-dozen Zeti who call Lost Hex their home. These centuries-old creatures have electromagnetic powers that allow them to control machines and gain an assortment of energy powers when infused with the planet's energy. Their fury is only held in check by the sound of the Cacophonous Conch.

ZAVOK

The cruel and vicious leader of the Deadly Six. Usually reserved and eloquent, he lives only for conquest and destruction.



ZAZZ

A wild berserker who is barely kept in check by Zavok's authority. He's usually found riding on his custom Moon Mech.



ZOMOM

A dimwitted glutton of incredible strength and surprising agility, especially when burrowing.



ZEENA

Lazy and self-absorbed, she's just as vicious and potent as the others—if she can be bothered to do something.



ZIK

The former leader of the pack. Zavok still reverently calls him "Master," and he patiently doles out cruel advice.



ZOR

A cringing shut-in who revels in darkness and negativity. He's said to possess strange, dark powers the others do not.



2014-2016

Sonic Boom

SONIC BOOM: RISE OF LYRIC

RELEASE DATES

US November 11, 2014

PAL November 21, 2014

JP December 18, 2014



US Wii U cover art



OVERVIEW

Sonic Boom was a new branch of the *Sonic* mythos that encompassed a game series, television series, and comic book series. All were born from *Sonic Boom: Rise of Lyric* (or *Sonic Toon: Taiko no Hihou* in Japan), which established a new look, tone, and lore for Sonic and his friends.

The biggest change to the formula is a focus on exploration and brawling. Sonic, Tails, Knuckles, and Amy all have unique movement skills that allow them to solve environmental puzzles and battle enemies in their own way. Each character also has a color-coded energy tether, or Enerbeam, which can be used to solve puzzles or weaken certain enemies.

The game is broken into three hub maps. These give access to many exploration stages, high-speed segments, and minigames. While traveling, battling, and completing miniquests, the player will obtain a plethora of collectibles which can be used to upgrade or buff the party or individual characters.

STORY

As Sonic and his friends chase down Dr. Eggman, they become separated and stumble upon an ancient tomb. Within they find the snake Lyric and accidentally set him free. Despite being new to them, Lyric seems to hold a grudge against the heroes and lashes out.

Sonic and the crew come to learn Lyric is an ancient conqueror who now seeks the Chaos Crystals to revive his long-dormant army and conquer the world. Dr. Eggman, meanwhile, attempts to use Lyric to his own ends, only for his own robot army to be stolen out from under him by the snake.

After traveling across the islands—and even through time—Sonic and his team manage to gather the Chaos Crystals but are then forced by Lyric to hand them over. Undaunted, the heroes rally and stop Lyric's conquest before it can begin.



STAGES

CLIFF'S EXCAVATION SITE

The first hub map. The archaeological dig site is unearthing numerous relics left by the Ancients, many of which can still function with a little maintenance.



1 LYRIC'S TOMB



A timeworn facility lost in a dense jungle. One thousand years ago, Lyric's ambitions were put on hold when he was frozen in time.

2 ABANDONED RESEARCH FACILITY



The flooded remains of a facility of the Ancients. Nature has largely reclaimed it.

3 LYRIC'S WEAPON FACILITY



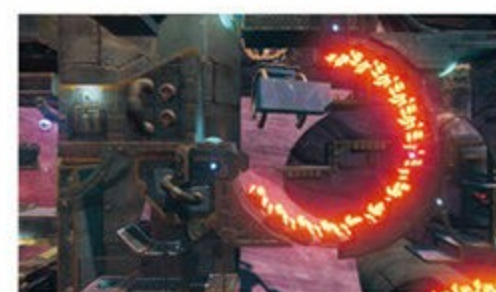
Traveling into the past, Sonic and Tails learn the ruins once produced Lyric's robot army.

4 RIVER RUSH



The team pilots the Riptide, a circular watercraft, to ride the rapids and fend off enemy robots.

5 THE PIT

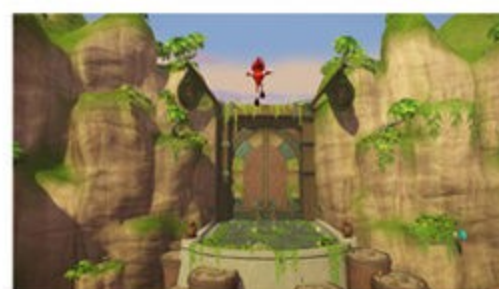


A former excavation site and home to one of the Chaos Crystals. The team splits up to manage the difficult terrain.

BYGONE ISLAND

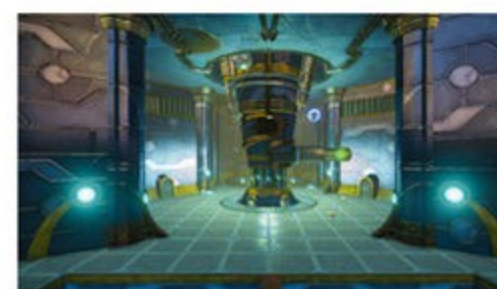
The tropical home of the heroes that hosts a bustling village community. Many of the Ancients' structures dot the beaches and linger off the coast.

1 SLOWPOKE ISLE



One of a string of inhabited islands in the shadow of an abandoned city of the Ancients.

2 OCEAN PURIFICATION PLANT



An Ancients' facility that continues to undo the damage from Lyric's aggressions a millennium ago.



3 UNDERSEA BOLT



Sonic and Amy pilot the Angler to escape the plant and return to shore.

4 CREEPER GORGE



A spooky ravine choked with briars and fog. The barren rocks are strewn with the remains of the mechanical and the living.

5 SKY CITADEL



A pristine paradise hidden among the clouds. While it is intact, its inhabitants are long gone.

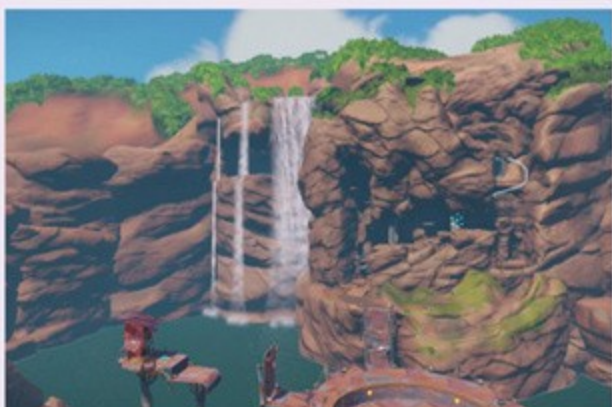
6 LYRIC'S LAIR



Lyric's lifeless citadel, armed to the teeth with traps, robots, and countermeasures.



CRATER LAKE



A volcanic lake that hosts some collectibles and minigames. It is a unique hub map, in that it doesn't lead to any other stages, acting as one large stage itself.



ARSENAL

Battle Trumpet	A musical firearm
Cyclone Blaster	Launches whirlwinds
Explosion Switch	Reduces the number of enemies to zero
Feather Blade	A gust-throwing, robot-slicing melee weapon
Hand Gun	Launches a glove
Water Balloon	Grenade that shorts out robots



COLLECTIBLES

Rings	Held for health, although you only drop a few at a time when hit
Robot Scraps	Fodder for purchasing team upgrades and repairing structures
Crowns	Hidden relics used to purchase team upgrades
Shinies	Miscellaneous junk that Sticks treasures; trade them to her for crowns
Power Glyphs	Unique rewards that upgrade certain abilities when equipped
Chaos Crystals	Eight superpowerful crystals of unlimited power



NEW FACES

The team encounters a myriad of new characters on their journey, including:

STICKS THE BADGER

A paranoid recluse, but a stalwart friend once you gain her trust. In *Rise of Lyric* she'll give you crowns in exchange for shinies you find hidden across the islands.



LYRIC THE ANCIENT

Once a researcher of the Chaos Crystals, Lyric fell ill from his exposure to their power. When medical science failed to save him, he was forced to survive within a cybernetic suit. Denouncing all life, Lyric sought to supplant the world with only his synthetic creations. His advanced arsenal allows him to remotely take control of other machines, as well as launch a wide array of projectiles.



Q-N-C

"Quincy," as he's called, is one of Lyric's creations, but he developed morality and rebelled against his creator.



MAIA

Another of Lyric's rebellious creations, she actively helped ensure his imprisonment one thousand years ago.



SONIC BOOM: SHATTERED CRYSTAL

RELEASE DATES

US November 11, 2014

PAL November 21, 2014

JP December 18, 2014



US 3DS cover art



OVERVIEW

A curiously asynchronous sequel to *Rise of Lyric* sees a wholesale shift in play styles and a small shakeup to the roster. Instead of a free-roaming 3D adventure, *Shattered Crystal* takes on a 2D puzzle-platformer approach. Sonic can swap out with his friends so that their unique abilities let them bypass various obstacles or solve puzzles.

Amy is absent from the lineup and is replaced with Sticks in one of her rare playable moments. Sticks brings her boomerang, which can be controlled in flight to strike enemies from a distance or trigger hard-to-reach switches.

For more *Sonic*-like action, players will find Rival Race and Worm Tunnel segments where Sonic exclusively struts his stuff. In the former, Sonic is in a *Sonic Rivals*-style race to the finish. The latter has Sonic rocketing down a narrow obstacle course to fight a giant worm robot.

Players collect crystal shards to earn Sonic Badges, which in turn are used to unlock regions of the map. They collect tokens to purchase toys (in-game art). Finally they collect blueprints to unlock character upgrades.

STORY

Long ago, Lyric attempted to use the Crystal of Power to fuel his campaign against all life. The Ancients turned the crystal's power back against him, putting him into stasis. Fearing his return, they shattered it and scattered its shards to the winds.

In the present day he seeks out the shard with his robot forces, kidnapping Shadow and Amy and inflicting mind-control devices on them. Sonic learns of Amy's defeat and rallies their friends to mount a rescue. Lyric's efforts are all for naught, as the heroes and Shadow storm his flying base and kick him out.

FACTOID

Behind the Scenes: An unlockable minicomic tells the prequel story of how Lyric captured Shadow. The writer for that story also wrote for the comic book series, the TV series, and the book you're reading now! Hi!

STAGES

1 SEASIDE COAST



The tropical home to Sonic and his friends and hub to numerous missions and options.

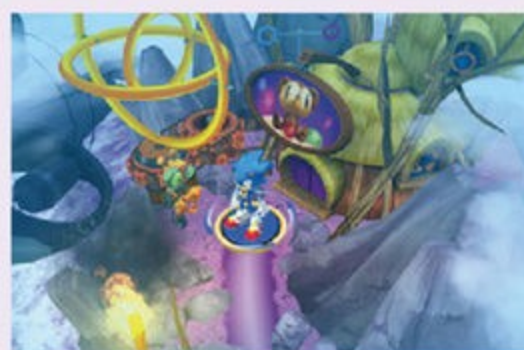
Stages & Races

- + Seaside Beach
- + Seaside Jungle
- + Worm Tunnel
- + Seaside Race: Sticks

Minigames & Features

- + Sonic's Shack
- + Tails's Workshop
- + Amy's House
- + Stick's Burrow
- + Q-N-C's Toy Shop

2 SCRAPYARD



The polluted and unwelcoming site of an airship graveyard.

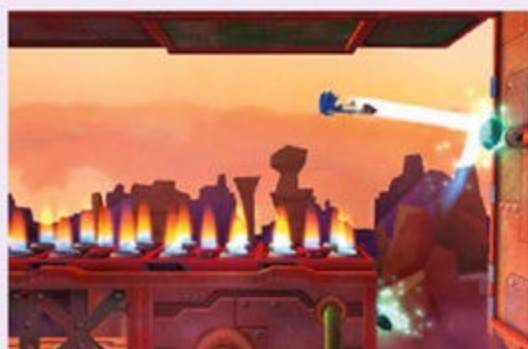
Stages & Races

- + Scrapyard
- + Worm Tunnel

Minigames & Features

- + Knuckles's Hangout
- + Q-N-C's Toy Shop

3 SHADOW CANYONS



An arid region and former mining location, now guarded by Lyric's enforcer, Shadow.

Stages & Races

- + Shadow Canyons
- + Worm Tunnel
- + Rival Race: Shadow

Minigames & Features

- + Q-N-C's Toy Shop

4 ANCIENT RUINS



Overgrown ruins of a city of the Ancients hide Lyric's factories. Dr. Eggman wants control of the place as well!

Stages & Races

- + Ancient City
- + Robot Facility
- + Worm Tunnel
- + Rival Race: Metal Sonic

Minigames & Features

- + Q-N-C's Toy Shop

5 VOLCANIC CRATER



The active volcano threatens to erupt, erasing the ruins within. A hidden hangar may be the only hope for escape!

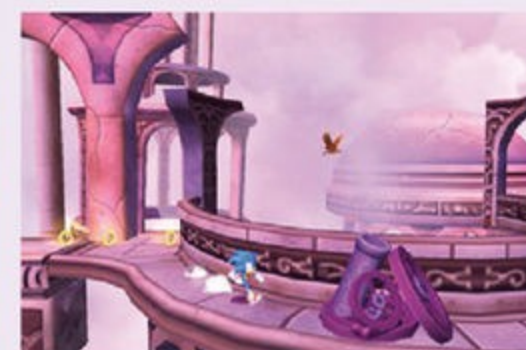
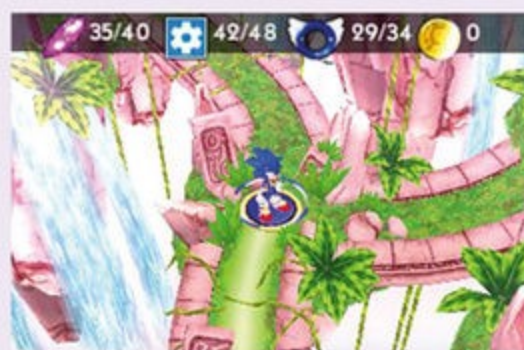
Stages & Races

- + Volcanic Caverns
- + Worm Tunnel

Minigames & Features

- + Q-N-C's Toy Shop

6 CLOUD SANCTUARY



A flying city plays host to Lyric's robotic army and his personal flying battleship.

Stages & Races

- + Air Fortress
- + Lyric's Airship
- + Worm Tunnel
- + Rival Race: Lyric

Minigames & Features

- + Q-N-C's Toy Shop



SONIC BOOM: FIRE & ICE

RELEASE DATES

US September 27, 2016

PAL September 30, 2016

JP October 27, 2016



US key art

OVERVIEW

The sequel to *Shattered Crystal* builds upon the solid foundation set by its predecessor and adds to it. Amy returns to the roster, bringing her signature hammer. The team members can be swapped out at virtually any time to employ their unique skills to bypass specific level hazards.

The new twist is the Fire and Ice Modes. Sonic and his friends can imbue themselves with a fiery or icy aura to solve simple puzzles and discover new regions of each stage.

STORY

Sonic and the crew are busy trying to seal the fissures that have begun erupting across the islands and are disrupting



JP key art

the environment. As a happy coincidence, Sonic and Amy's gear is infused with the mysterious venting material, giving them fiery and icy powers. Tails eventually finds a way to share the power among the team.

The heroes' efforts find them stumbling over D-Fekt, a wayward creation of Dr. Eggman. The small robot has a lot to prove and uses its incredible magnetic powers to battle and evade them. It's later revealed he is powered by the rare element Ragnium, and his magnetic powers have been drawing it from the earth, causing the geological instability.

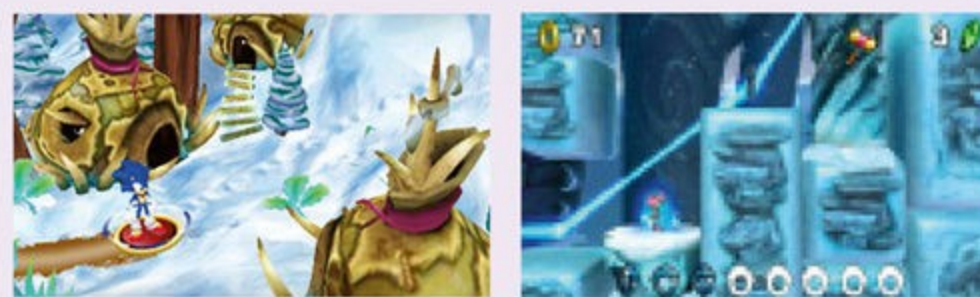
In the climactic showdown Sonic saves D-Fekt from his disastrous last stand in the final battle that destroys all of Dr. Eggman's Ragnium stockpile.

STAGES

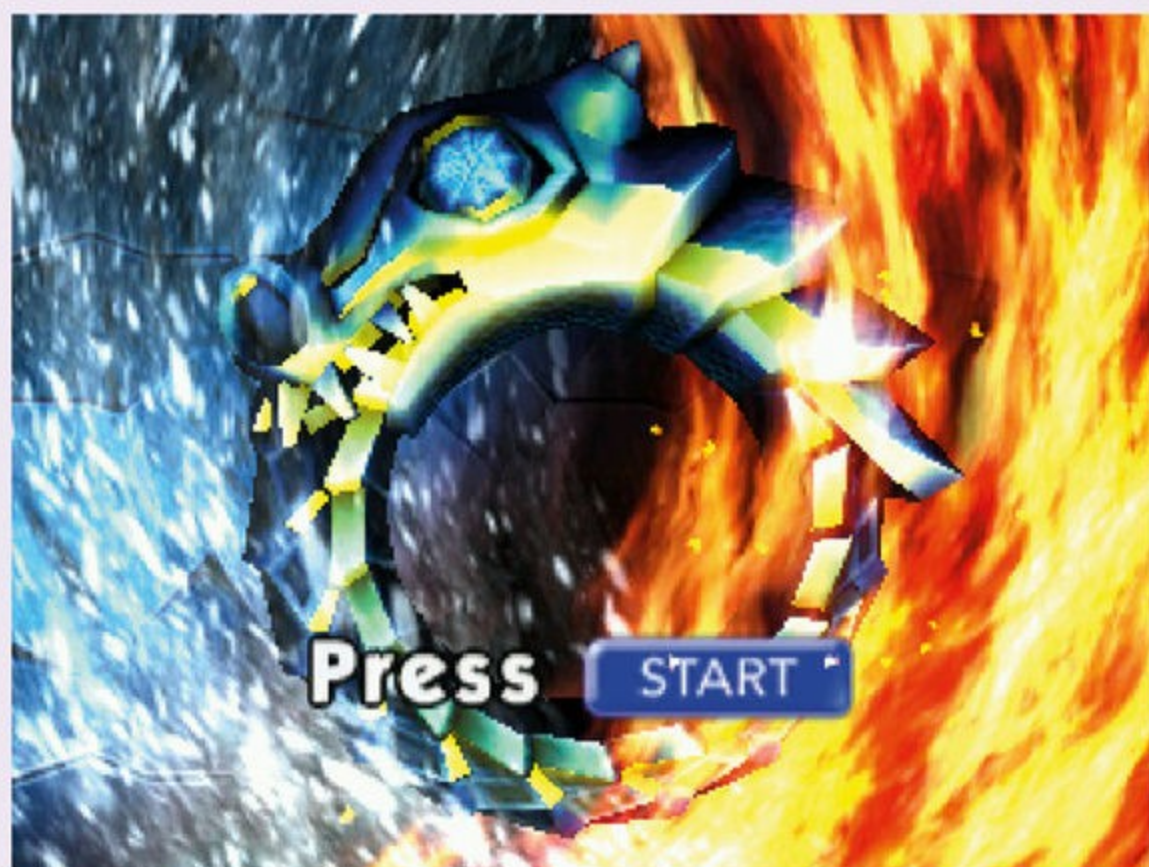
Most stages feature four primary stages, a boss, and a selection of side missions:

- + Fissure Tunnel: A high-speed gauntlet
- + Bot Racing: Take on the EggBot Racers
- + Craft Piloting: Control the Sea Fox, Tailsmobile, or Tails's plane

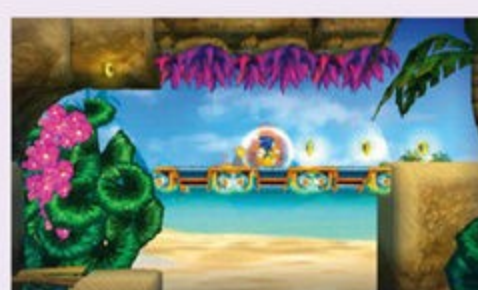
1 KODIAK FRONTIER



The frozen expanse preserves ancient constructs of tribes long past.



2 SEASIDE ISLAND



The lush tropical home to Sonic and his crew.

3 PALEO TARPITS



A primordial jungle soured by Dr. Eggman's efforts.

4 CUTTHROAT COVE



The swampy isle is home to gangs of hidden pirates.

5 GOTHIC GARDEN



A mountainous region hosting castles and eerie terrain.

6 RAGNA ROCK



The source of Dr. Eggman's Ragnium stockpile.

7 THUNDER ISLAND



A racer's paradise where two players can compete.

NEW FACES



D-FEKT

Originally built as RagnaBot, his magnetic mining abilities were too lackluster to satisfy Dr. Eggman, who spurned the little bot and gave him the insulting new name. D-Fekt would go on to use his magnetic powers to the extreme to prove his value.



EGGBOT RACERS

A line of robotic doppelgängers resembling Dr. Eggman and Sonic's crew. Built to be the ultimate racing machines, they're all trounced by the heroes.



2017-2018 Sonic Mania

SONIC MANIA

RELEASE DATES

US August 15, 2017 (PS4, XB1, NS) August 29, 2017 (PC) October 21, 2020 (AL)	PAL August 15, 2017 (PS4, XB1, NS) August 29, 2017 (PC)	JP August 16, 2017 (PS4, XB1, NS) August 30, 2017 (PC)
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SONIC MANIA PLUS (DLC)

RELEASE DATES

US July 17, 2018	PAL July 17, 2018	JP July 19, 2018
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US PS4 cover art



FACTOID

Everything Is Canon: Encore Mode and the tie-in animated series, *Sonic Mania Adventures*, show Sonic returning only to get embroiled in a new adventure. Which one is the true story? Pick your favorite and blame the other one on Phantom Ruby shenanigans.

OVERVIEW

Sonic Mania is a triumphant return to form and a dazzling love letter to the Sonic of old. Players revisit stages from across Sonic's legacy in expanded, remixed ways and experience brand-new zones of adventure.

Sonic can be equipped with his Insta-Shield and Figure-Eight Peel-Out, but his default move is the new Drop Dash. Hold Jump while jumping, and Sonic hits the ground in an instant Spin Dash.

The DLC expansion, *Sonic Mania Plus*, added two new characters: Mighty and Ray. It also introduced Encore Mode, wherein the player stockpiles one of each playable character instead of lives. The two active characters can be swapped on the fly, while a monitor (or death) is needed to rotate the full roster.

Blue Sphere returns as a bonus game with thirty-two maps. Completing the stage earns players a Silver Medallion, while getting "perfect" earns a Gold Medallion. Acquiring enough medallions unlocks moves, features, and minigames. Most coveted of all is "& Knuckles" Mode, which gives you Knuckles as a tag-along ally.

STORY

Dr. Eggman sends a group of Eggrobos to excavate a strange power source on Angel Island. They unearth the Phantom Ruby and are warped by its power into the Hard Boiled Heavies. Together they and Dr. Eggman play fast and loose with its reality-warping powers, sending the heroes in a chase across many familiar landscapes.

In the end, Super Sonic enters into a three-way brawl with Dr. Eggman and the corrupted Heavy King. The energies of the Chaos Emeralds and Phantom Ruby react, sending Sonic into an alternate future (see *SONIC FORCES*, page 258).

Upon saving the world once again, Sonic and the Phantom Ruby return to their own dimension and time. Sonic returns home just in time to rescue Mighty (or Ray), who has been captured by Heavy Magician. The hunt for the Phantom Ruby resumes, this time with Mighty and Ray helping cover familiar ground.

ZONES

1 GREEN HILL ZONE



It's back to the beginning, this time delving deep into the wave-carved caves beneath the surface. **Bosses:** **DD Wrecker**, **Death Egg Robot**

2 CHEMICAL PLANT ZONE



Perform some chemistry and turn vats of deadly toxins into helpful, springy goo. **Bosses:** **Amoeba Droid**, **Mean Bean Machine**

3 STUDIOPOLIS ZONE



It's lights, cameras, and plenty of action in this production-driven city. **Bosses:** **Heavy Gunner**, **Weather Mobile**

4 FLYING BATTERY ZONE



The airborne fortress is laden with junk and flying through a storm. **Bosses:** **Big Squeeze**, **Spider Mobile**

5 PRESS GARDEN ZONE



Dr. Eggman clear-cuts the snowy forest and repurposes ancient ruins for his propaganda printers. **Bosses:** **Shiversaw**, **Heavy Shinobi**

6 STARDUST SPEEDWAY ZONE



Navigate the looping courses and launcher to reach your rematch with Metal Sonic. **Bosses:** **Hotaru Hi-Watt**, **Metal Sonic**

7 HYDROCITY ZONE



It's "Hydro City" and I will die on this hill. —signed Ian "The Spiteful Writer" Flynn **Bosses:** **Dive Eggman**, **Laundro-Mobile**

8 MIRAGE SALOON



Brave the desert and hunt down the bad guys in a festive saloon. **Bosses:** **Uber Caterkiller**, **Heavy Magician** (as the Hooligans)

9 OIL OCEAN ZONE



The smoggy skies will become death dense if you don't clear the air. **Bosses:** **Meter Droid**, **Mega Octus**

10 LAVA REEF ZONE



The fiery mine leads to the ruined Hidden Palace and a great view of Little Planet. **Bosses:** **Drillerdroid**, **Heavy Rider** (Sonic/Tails/Ray/Mighty), **Heavy King** (Knuckles)

11 METALLIC MADNESS ZONE



Jump between the foreground and background of this technological nightmare. **Bosses:** **Egg Pistons Mk. II**, **Gachapandora**

12 TITANIC MONARCH ZONE



Dr. Eggman's most massive war machine is nearly complete. Storm the construction grounds and navigate its cathedral-like interior. **Bosses:** **Crimson Eye**, **Phantom Egg** with **Hard Boiled Heavies**



13 EGG REVERIE ZONE



A strange crystalline void makes for the final battleground between Dr. Eggman, Phantom King, and Super Sonic.

14 SPECIAL STAGE



Chase down the UFOs carrying the Chaos Emeralds in a race against time.

15 BLUE SPHERES



Grab blue. Bounce off yellow. Avoid red. And don't get dizzy!

16 PINBALL



Win shields, Rings, and more companions in Encore Mode.

ENEMIES

Many familiar badniks return to infest the zones, but there are several new additions:

ARMADILOID



A tiny pilot aboard its flying brother

BUMPALO



A spring-backed bison

CACTULA



A camouflaged bombardier

CANISTER



Film-spewing snail

FLASHER MK. II



Spring-legged wall climber

ICEBOMBA



Freeze-grenade-dropping scarab

JUGGLE SAW



A blade-flinging crab that travels in a pair

MATRYOSHKA-BOM



A walking bomb that comes in varying sizes

MIC DROP



Electrified ambusher

RATTLEKILLER



A green variant of Caterkiller

ROLLER MK. II



A mighty familiar recolor of Roller

SENTRY BUG



Ensnares targets in a laser grid with drones

SHUTTERBUG



Only slightly less obnoxious than real paparazzi

SPLATS



Revived from obscurity, it ambushes from inkwells

TUBINAUT



Colorful take on Orbinaut

TURBO TURTLE



Turbine-shelled enemy

VULTRON



Dive-bombing baddie, no assembly required

WOODROW



Woodpecker bot that knocks bombs loose

ENEMY APPEARANCES IN ZONES

Aquis	Oil Ocean Zone
Armadiloid	Mirage Saloon
Asteron	Press Garden Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Ball Hog	Titanic Monarch Zone
Batbrain	Green Hill Zone
Bigbom	Metallic Madness Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Blaster	Flying Battery Zone
Blastoid	Hydrocity Zone
Bugernaut	Hydrocity Zone
Bumpalo	Mirage Saloon
Buzz Bomber	Green Hill Zone
Cactula	Mirage Saloon
Canister	Studiopolis Zone
Catakiller Jr.	Chemical Plant Zone
Chopper	Green Hill Zone
Clucker	Flying Battery Zone
Crabmeat	Green Hill Zone
Dango	Stardust Speedway Zone
Dragonfly	Press Garden Zone
Fireworm	Lava Reef Zone
Flasher Mk. II	Titanic Monarch Zone
Gohla	Oil Ocean Zone
Grabber	Chemical Plant Zone
Hotaru	Stardust Speedway Zone
IceBomba	Press Garden Zone
Iwamodoki	Lava Reef Zone
Jawz	Hydrocity Zone
Jellygnite	Hydrocity Zone
Juggle Saw	Press Garden Zone
Kabasira	Stardust Speedway Zone
Kanabun	Stardust Speedway Zone

ENEMY APPEARANCES IN ZONES (CONT.)

Madmole	Flying Battery Zone
Mecha-Bu	Metallic Madness Zone
Mega Chopper	Hydrocity Zone
Mic Drop	Studiopolis Zone
Moto Bug	Green Hill Zone
Newtron	Green Hill Zone
Octus	Oil Ocean Zone
Poh-Bee	Metallic Madness Zone
Pointdexter	Hydrocity Zone
Rattlekiller	Mirage Saloon
Rexon	Lava Reef Zone
Roller Mk. II	Mirage Saloon
Scarab	Metallic Madness Zone
Sentry Bug	Titanic Monarch Zone
Shutterbug	Studiopolis Zone
Silver Sonic	Stardust Speedway Zone
Spiny	Chemical Plant Zone
Splats	Press Garden Zone
Technosqueek	Flying Battery Zone
Toxomeister	Lava Reef Zone
Tubonaut	Studiopolis Zone
Turbo Spiker	Hydrocity Zone
Turbo Turtle	Titanic Monarch Zone
Vultron	Mirage Saloon
Woodrow	Press Garden Zone



BOSSSES

In addition to his usual assortment of mechas and the Hard Boiled Heavies, Dr. Eggman has all manner of fearsome enforcers.

MINIBOSSES & SUBBATTLES

DD WRECKER



Tethered mini Death Eggs that swap invulnerability while whirling around.

AMOEBIA DROID



A floating pod that coats itself in Mega Muck.

BIG SQUEEZE



A trash compactor with laser cannon. Because of course.

SHIVER SAW



A floating pod with glassy, icy buzz saw blades.

HOTARU HI-WATT



A massive version of Hotaru with even more power.

UBER CATERKILLER



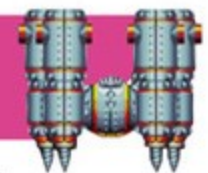
A giant spike-armored worm enchanted by Heavy Magician.

METER DROID



A technician in Oil Ocean Zone. Rumor has it his name is Earl.

DRILLERDROID



A heavily armored excavating droid.

EGG PISTONS MK. II



An old classic, now with a frantic panic mode.

CRIMSON EYE



Guardian of the elevator within Titanic Monarch.

THE HOOLIGANS



Fang, Bean, or Bark ambush the Tornado, leaving Heavy Magician to assume their likenesses later on.

DIVE EGGMAN



A scuba-diving Dr. Eggman attempts to bomb you. Commandeer the Screw Mobile and ruin his day.

MAJOR BOSSES

DEATH EGG ROBOT



Dr. Eggman trots out this faster and sleeker one early.

MEAN BEAN MACHINE



Match wits (and Beans) to foil the doctor.

WEATHER MOBILE



Keep a weather eye on the forecast to see how Dr. Eggman will attack.

SPIDER MOBILE



Chase the ascending offender upward and knock the cockpit into the spiked walls.

METAL SONIC



It's a race! It's a gauntlet! It's a horror as Metal Sonic consumes the Phantom Ruby!

LAUNDRO-MOBILE



A submarine that tries to turn the tide against you.

MEGA OCTUS



A gigantic Octus with an arsenal assembled from previous games.

GACHAPANDORA



Win a collection of killer toys, including the explosive Amy Doll.

PHANTOM EGG



Dr. Eggman is hardwired into the Titanic Monarch. He uses the power of the Phantom Ruby to hurl you into short, vicious duels with the Hard Boiled Heavies.

PHANTOM KING & KLEPTO MOBILE



The corrupted Heavy King battles Dr. Eggman for control of the Phantom Ruby, with both hurling powerful attacks at Super Sonic.



FACTOID

Everything Is Canon: Metal Sonic's multitiered battle is a collection of cameos. The initial race and original final showdown are inspired by the *Sonic CD* encounter. The robot-spawning gauntlet and *Encore* DLC-altered final fight are homages to his fights in *Knuckles' Chaotix*. The midbattle setting and multiple copies is a clear nod to the Brotherhood of Metallix, a group of villains from the British magazine *Sonic the Comic*.

NEW FACES

MIGHTY & RAY

They certainly aren't new, but their long absence means they bring some new ideas to the table. Mighty's Hammer Drop allows him to shatter certain bits of terrain and destroy surrounding badniks with the impact. His shell also protects him from enemy fire and spikes. Ray is able to glide indefinitely with Air Glide, provided you can maintain the rhythm and altitude.



HARD BOILED HEAVIES

Eggrobos enhanced by the power of the Phantom Ruby. While they follow Dr. Eggman's orders, their true loyalties are questionable.

HEAVY GUNNER

He packs heavy ordnance and demands you respect his authority.



HEAVY RIDER

A knightly warrior who rides upon his souped-up Motobug, Jimmy.



HEAVY SHINOBI

A deft ninja with a freezing katana.



HEAVY MAGICIAN

She uses all manner of illusions to empower herself and enemies.



HEAVY KING

The ringleader of the group with aspirations of his own.



2017

SONIC FORCES

RELEASE DATES

US November 7, 2017

PAL November 7, 2017

JP November 9, 2017



US Switch™ cover art

FACTOID

Everything Is Canon: Four digital prequel comics were released prior to the game to detail the origins of Infinite, the Rookie, and the Phantom Ruby, and provide a prelude to Shadow's DLC campaign. They were distributed via the *Sonic* social media outlets.



OVERVIEW

SONIC FORCES returns to the *Sonic Generations* style of gameplay—with a twist. Sonic is once again rocketing through high-speed obstacle courses. Classic Sonic takes a more traditional faux 2D approach, bringing over the Drop Dash from *Sonic Mania*. Joining them is your very own custom character who can be equipped with a variety of Wispons—Wisp-powered firearms.

The custom character plays identically regardless of species or costume and is always equipped with a powered grapple line for swinging and assisted homing attacks. They can be equipped with one of seven Wispons, which can come with a variety of modifiers.

The player must swap between the three heroes as they complete the thirty standard missions across seven stages with additional stages and challenges unlocking as they progress. One-shot missions appear daily, overwriting one mission until they're completed or failed. Additional challenges came in the *Shadow* DLC (free for early adopters), and players received free DLC unlocking both Modern and Classic Super Sonic.

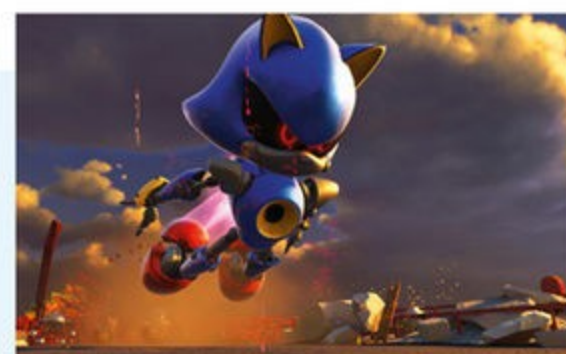
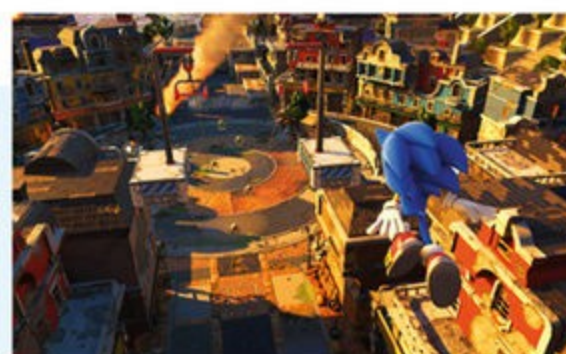
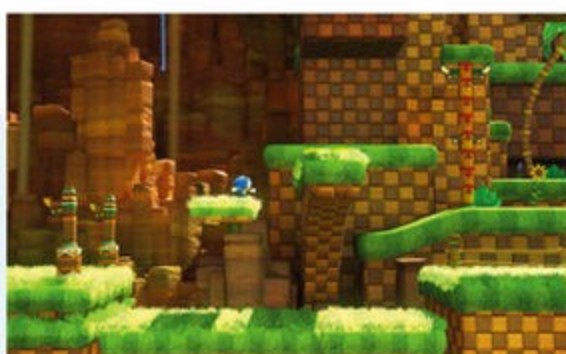
STORY

Dr. Eggman stumbles across the Phantom Ruby one day and discovers its reality-bending powers. He uses the gem to instantly conjure an army of virtual assets. He goes on to try to replicate its power, creating the Phantom Ruby prototypes. One of these is installed in his newest enforcer, the sadistic Infinite.

Infinite spearheads Dr. Eggman's conquest and overwhelms Sonic with an army of virtual copies of his greatest foes. Sonic is presumed dead, Tails flees, and Dr. Eggman conquers most of the world in a matter of months. The Resistance is formed as a concentrated countermeasure led by Knuckles and staffed with Sonic's friends, allies, and one very gifted rookie.

Sonic is discovered to have survived; he has been Dr. Eggman's prisoner for months. The Resistance mounts a rescue mission and frees him. Meanwhile, Classic Sonic emerges from the events of *Sonic Mania* and joins Tails in his return to the heroes. With the heroes united they manage to push back against the Eggman Empire and shatter its control over the world.





STAGES

Missions are played in story order as the player is given control of Classic Sonic, Modern Sonic, the Rookie, or a tag team of the latter two. These missions jump around the seven standard regions. Here we're grouping the missions together under the region that they take place in.

After reclaiming enough territory, Secret Stage missions are unlocked. Collecting enough Red Star Rings unlocks Extra Stages. Finally, Shadow's DLC contains three missions predating the main events of the game.

1 GREEN HILL

Once lush and vibrant, the familiar tropical locale has been ruined by Dr. Eggman's conquest, turning into the deserted Sand Hill.



Stage	Title	Character(s)
1	Lost Valley: Race to stop Dr. Eggman's invasion.	Sonic
7	Arsenal Pyramid: Storm the munitions plant to weaken the imperial forces.	Sonic & Rookie
10	Green Hill: Tails guides his alternate mentor in the hunt for Dr. Eggman.	Classic Sonic
11	VS. Eggman: Take on the Egg Dragoon.	Classic Sonic
20	Guardian Rock: Take one for the team and keep imperial eyes on you.	Rookie
Secret Stage 1	Bomb Block 1: Navigate the hair-trigger maze.	Sonic
Extra Stage 1	Flying Pod: Make your way past hazard-spitting Sprinklers.	Sonic
Extra Stage 4	Reverse Block 2: Carefully bypass or use the respawning blocks.	Sonic
Shadow Stage 3	Virtual Reality: Infinite has his revenge, trapping Shadow in a virtual nightmare.	Shadow

2 CHEMICAL PLANT

Dr. Eggman's vile refinery now doubles as a dockyard for his spacecraft.



Stage	Title	Character(s)
2	Spaceport: The Resistance needs a way to reach the Death Egg to save Sonic. Steal a spaceship for them.	Rookie
18	Chemical Plant: Tails needs more info on the Phantom Ruby, and there's only one place to look.	Classic Sonic
21	Network Terminal: Reach the command hub and bring down the Death Egg's defenses.	Sonic
Secret Stage 4	Plasma Cannon 1: Escape the hail of plasma fire.	Rookie
Extra Stage 2	Bomb Block 2: Navigate the hair-trigger maze.	Rookie



3 CITY

The urban standard is the same across the continent, as is the level of devastation.



Stage	Title	Character(s)
3	Ghost Town: Tails helps his retro hero navigate the war zone.	Classic Sonic
12	Park Avenue: Cover the evacuation as the imperial army invades.	Rookie
15	Sunset Heights: Chase down and reveal the truth behind Shadow's rampage.	Sonic
19	Red Gate Bridge: Track down and defeat Phantom Metal Sonic.	Sonic & Rookie
Secret Stage 2	Vanish Panel 1: Quickly and nimbly cross the vanishing platforms.	Sonic
Extra Stage 6	Fire Cannon 2: Time your movements to pass the flamethrowers.	Sonic
Shadow Stage 1	Enemy Territory: Rendezvous with Omega in the besieged city.	Shadow

4 DEATH EGG

The (literal) face of Dr. Eggman's dominance hangs in low orbit.



Stage	Title	Character(s)
4	Prison Hall: The Resistance has invaded the Death Egg to bust Sonic out of prison.	Rookie
5	VS. Zavok: Sonic is finally free after months of imprisonment. Time to take down Phantom Zavok.	Sonic
6	Egg Gate: Make your way to the escape shuttle, doing as much damage as you can along the way.	Sonic
22	Death Egg: Need to blow up a Death Egg? Send in the experienced pro.	Classic Sonic
Secret Stage 1	Laser Cannon 1: Use caution when passing the rotating laser beams.	Sonic
Extra Stage 7	Plasma Cannon 2: Escape the hail of plasma fire.	Sonic

5 MYSTIC JUNGLE

Not to be confused with the site of the Knuckles Tribe ruins, this watery jungle is lit bright as day by casino-themed temples.



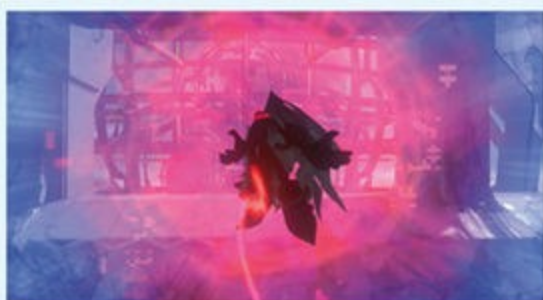
Stage	Title	Character(s)
8	Luminous Forest: Hurry to provide support against the enemy.	Sonic
9	VS. Infinite: It's time for a rematch, and Infinite is happy to oblige.	Sonic
13	Casino Forest: Tails has been away from his friends for too long. Seek out the Resistance.	Classic Sonic
14	Aqua Road: Investigate the abandoned lab and link up with some familiar faces.	Rookie



Stage	Title	Character(s)
Secret Stage 1	Fire Cannon 1: Time your movements to pass the flamethrowers.	Rookie
Extra Stage 5	Vanish Panel 2: Quickly and nimbly cross the vanishing platforms.	Rookie
Shadow Stage 2	Eggman's Facility: Storm Dr. Eggman's base and eliminate his enforcers.	Shadow

6 METROPOLIS

Dr. Eggman's seat of power is a glistening, lifeless utopia—for him.

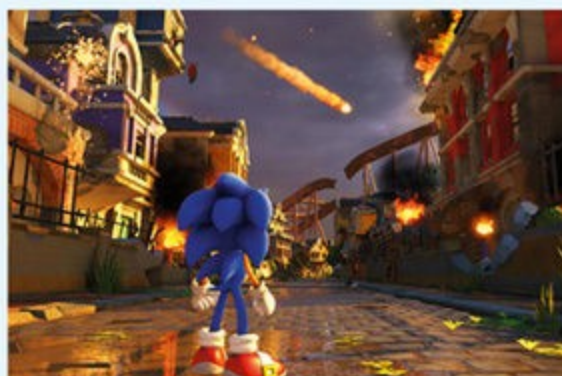
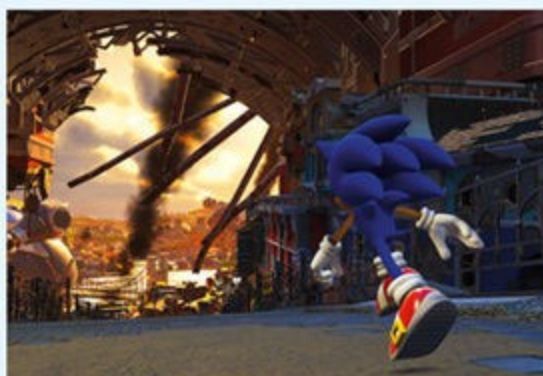


Stage	Title	Character(s)
16	Capital City: Operation Big Wave is underway, but it's going poorly.	Rookie
17	VS. Infinite: Face your fears and go toe to toe with the guy who beat Sonic.	Rookie
23	Metropolitan Highway: Punch through enemy lines and capture Dr. Eggman!	Sonic
23	Null Space: Break through the endless void with the real superpower of teamwork.	Sonic & Rookie
Secret Stage 6	Reverse Block 1: Carefully bypass or use the respawning blocks.	Rookie
Extra Stage 3	Laser Cannon 2: Use caution when passing the rotating laser beams.	Rookie

7 EGGMAN EMPIRE FORTRESS



Stage	Title	Character(s)
25	Imperial Tower: Race the kill beam to the top and stop Dr. Eggman's final attack.	Rookie
26	Mortar Canyon: Tear through the enemy stronghold to chase down Infinite.	Sonic
27	VS. Infinite: It's the final showdown. As the battle drags on, the Rookie arrives to provide support.	Sonic & Rookie
28	Iron Fortress: Climb the outer defenses to find a way to the heart of Dr. Eggman's base.	Classic Sonic
29	Final Judgment: Seek and destroy the reactor powering the Phantom Ruby.	Sonic & Rookie
30	VS. Death Egg Robot: The Phantom Ruby powers Dr. Eggman's final, and deadliest, mechanical titan.	All



WISPONS

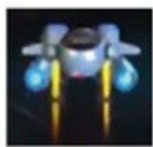
Large mechanical devices that channel a Wisp's abilities into concentrated firepower. If the player can find a capsule with the corresponding Wisp in the field, they can supercharge their Wispon for an even greater effect for a short time.



Wispon	Default	Special
Burst	Flamethrower	Ascend with explosive jumps
Lightning	Electric whip	Light-speed dash through Rings or enemies
Cube	Turn enemies into cubes and cubes into Rings	Generate platforms anywhere
Asteroid	Lock-on fires microavatars	Invincibility field that draws in Rings and items
Drill	Plunge forward with a thrust	Burrow through the ground and up walls
Hover	Air-blast enemies	Brief rising flight
Void	Launch a black hole to consume enemies and Rings	Teleport short distances

ENEMIES

AERO-CHASER



This flying bot returns to impede Sonic's high-speed approach

BUZZ BOMBER



The sleek Phantom style has all the same moves

CHOPPER



Sand swimmer guarding the former waterways of Sand Hill

DEATH CRAB



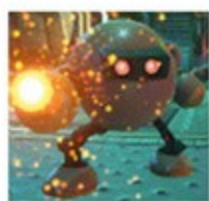
A titan as fast as it is large; trip it up to bring it down

DEATH EGG ROBOT



Mass-produced, autonomous version of the classic supermecha

EGG PAWN



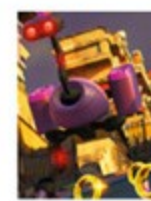
The Phantom design gives it an especially egg look

EGG TANK



Beetle-shaped mortar launcher

EGG WALKER



High-speed ostrich bot that launches missiles

GALAGA BEE



Swarming bee bots, all lined up for obliteration

MISSILE POD



Boxes full of surprises! Deadly surprises.

MOTO BUG



The Phantom design is sleeker, but no more dangerous

NEBULA



Bomb-dropping flying sentry

SANDWORM



Hidden in the floors and ceilings, it ambushes and opens fire

SPRINKLER



Invincible flying dispenser of spiked balls and Rings

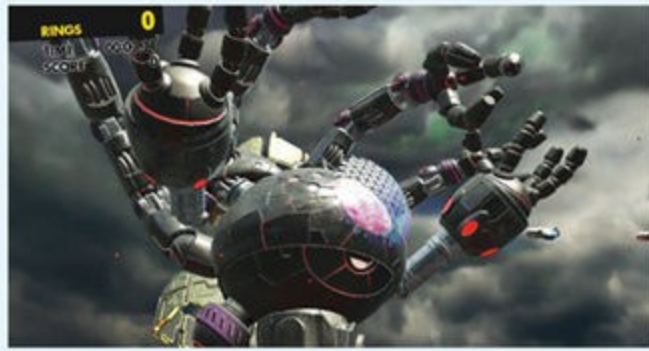
VALKEEN



Raptor-styled jet bot

BOSSSES

DEATH EGG ROBOT



Don't let the name fool you—this isn't your usual mecha. The towering boss robot is fueled by the Phantom Ruby and

unleashes hails of gunfire and crushing blows against the heroes. Once battered, a monstrous core crawls free of the body and attempts to flee into Null Space. Chase it down and end the terror of the Phantom Ruby.

DR. EGGMAN



Round One

The fight sees the familiar face-off of Classic Sonic against the Egg Mobile with a swinging weapon, this time with a buzz saw blade.



Round Two

The doctor retreats to the Egg Dragon. In addition to its gun and drill, it hurls boulders to squash the little blue hedgehog.

INFINITE



Round One

Sonic chases down his foe across a giant snake suspended over the firebombed jungle. Use Infinite's Phantom Copies to close the distance and hit the real deal.



Round Two

The Rookie is cornered in a small room by Infinite. The villain summons robots and cannons with the Phantom Ruby. Avoid falling into his virtual nightmares, dodge his lunges, and bring him down to reality.



Round Three

The final bout has Infinite pull out all the stops. He conjures minions and giant blades while a field of Phantom Energy closes in from behind. Touching the blades sends you into one of his virtual nightmares, rife with dangers. Sonic and the Rookie must close the distance and show Infinite how weak he really is.

PHANTOM ZAVOK

Appearing as the real deal, he rides into battle on a giant Buzz Bomber dubbed "Death Queen," supported by many normal ones. Pummel the faux Zeti into submission above the crumbling battlefield as other prisoners cheer you on.



PHANTOM METAL SONIC

Chase down the gigantic duplicate while evading a wave of Phantom Energy. Take down the support troops on the bridge to fuel your boost or use the handy Wisps to swiftly destroy the virtual clone.



NEW FACES

INFINITE

Once the leader of a mercenary team called "Jackal Squad," Infinite made the mistake of trying to raid one of Dr. Eggman's bases. The doctor took a shine to Infinite's bleak worldview and employed him and his squad. Their security detail was brief, as Shadow destroyed the team and left Infinite scarred. Eager for revenge, Infinite had himself outfitted with a helmet and a Phantom Ruby prototype, giving him the ability to create hyperrealistic virtual reality constructs. After his final defeat, he and his prototype are consumed by the original Phantom Ruby.



ROOKIE



A timid new recruit to the Resistance whose species and look are decided by the player. The Rookie's chosen species also has a subtle effect on their individual abilities. They prove to be remarkably adept, being in the right place at the right time to help rescue Sonic and turn the tide of the war. Once peace has returned, they part ways with the heroes, disappearing back into obscurity.



2012-2017

Sonic Goes Mobile

SONIC JUMP

RELEASE DATES (iOS)

US October 18, 2012

PAL October 18, 2012

JP October 18, 2012

RELEASE DATES (ANDROID)

US December 21, 2012

PAL December 21, 2012

JP December 21, 2012

SONIC JUMP FEVER

RELEASE DATES (iOS/ANDROID)

US July 10, 2014

PAL July 10, 2014

JP n/a



Sonic Jump is a remake of a mobile game that was originally released in 2005 and 2008. It features Sonic and a host of other characters in vertically climbing levels controlled by the tilt of your smartphone. The goal is to smash badniks, free animals, avoid hazards, and not fall to your doom. Springs and other gimmicks propel you higher, while crumbling footholds threaten your progress. There are forty-eight stages in the Story Mode, or an infinitely scrolling Arcade Mode.

Each of the playable characters has slight variations to their jumping and falling or other perks to how they interact with the environments.

Sonic Jump Fever expands upon the core gameplay with two primary new features. The first is the Fever Meter, which fills as you gather Rings and defeat enemies. Once it is full, you can trigger a psychedelic flight through oodles of Rings for a short time.

The second is the Chao, which are fully unlocked if their loyalty is filled within an allotted time. Your equipped Chao will give you various perks, including attacking enemies, gathering Rings, or saving you from a fall.

A variety of items and daily missions are also added to the mix to spice things up. The types of items that appear depend on which character you are playing as.

SONIC DASH

RELEASE DATES (iOS)

US March 7, 2013

PAL March 7, 2013

JP February 5, 2014 (as *Sonic Dash S*)

RELEASE DATES (ANDROID)

US November 26, 2013

PAL November 26, 2013

JP February 5, 2014 (as *Sonic Dash S*)


Sonic Dash is the longest-running (*ha*—Sonic joke) mobile venture. Select from a wide assortment of the series' cast members as you endlessly run from zone to zone, gathering Rings and freeing animals. Rings can be used to upgrade each character so that the various boosts in the game last longer. Animals must be rescued to unlock construction in each zone.

As you gather Rings and defeat enemies, you fill up your Dash Meter. Once it's full, you can take off at top speed, blitzing through enemies and hazards while autogathering Rings.

At the end of each stint you're offered three random paths, which include:

- + **Zone:** Jump to a new location, or possibly stay in the current locale
- + **Corkscrew:** Run an enemy-free, Ring-rich path full of loops and twists
- + **Boss:** Enter a running battle with Zazz or Dr. Eggman

COLLECTIBLES

	Gems	Complete missions to fund zone reconstruction
	Red Star Rings	Buy your way out of trouble or fund reconstruction
	Jigsaw Pieces	Complete the four-part puzzle for daily bonuses

BOOSTS

	Magnet	Draw Rings to you
	Shield	Shrug off a hit
	Multiplier	Double your base score multiplier for a time
	Dash Boost	Fill your Dash Meter



SONIC DASH 2: SONIC BOOM

RELEASE DATES (iOS)

US July 1, 2015

PAL July 1, 2015

JP n/a

RELEASE DATES (ANDROID)

US October 15, 2015

PAL October 15, 2015

JP n/a



In the *Sonic Boom* universe, players assemble a team of three runners to take on changing courses. Players can swap their current runner when transitioning between regions and bank their Rings. In addition to Rings, runners grab orbs to fill their Dash Meter, which, once filled, allows them to dash invulnerably for a short time.

In addition to the power-ups found in *Sonic Dash*, players can find springs that bounce them up onto floating rails or Enerbeam chargers that unlock a bonus course in the sky filled with Rings and orbs. Destroying enemies and passing through hoops builds a combo meter that enhances your score. It resets if you take damage, bank your Rings, or take too long to add to the counter.

Each playable character comes with a unique skill:

- + **Sonic—Dash Ring Magnet:** Draw in Rings while dashing
- + **Tails—Second Chance:** Automatically revive after a fall or hit
- + **Knuckles—Knuckles Slam:** Swipe up, then down to cause a shock wave attack
- + **Amy—Ring Hammer:** Enemies hit while dashing turn into Rings
- + **Sticks—Protected Combo:** Your combo endures one hit
- + **Shadow—Chaos Spear:** Swipe up, then down to fire shots that destroy mines and enemies

Finally, players can equip their team with up to three Sprites. These colorful beings can grant one-time-use perks or be permanent buffs. They can be upgraded and merged with Rings and Red Star Rings to become more potent allies.

SONIC RUNNERS

RELEASE DATES (ANDROID)

US June 25, 2015

PAL June 25, 2015

JP February 25, 2015

SONIC RUNNERS ADVENTURE

RELEASE DATES (ANDROID)

US August 9, 2017

PAL June 10, 2017

JP August 9, 2017

RELEASE DATES (iOS)

US December 20, 2017

PAL December 20, 2017

JP December 20, 2017



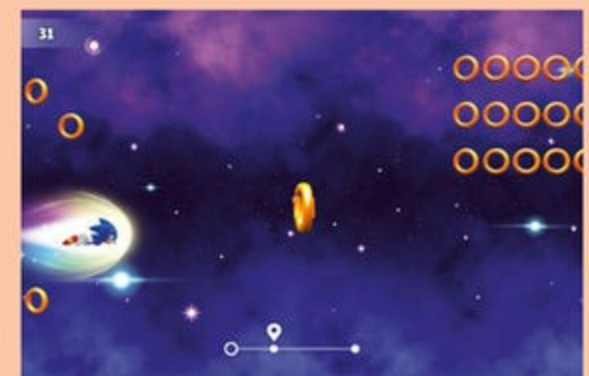
Sonic Runners was an autorunning adventure, but with a twist. A much larger selection of characters were presented both as playable and as support units. These were usually acquired in a *gacha* game system where players spent in-game currency on a roulette minigame and hoped to win what they wanted.

Characters came with two attributes: ability and personality. Abilities fell into three groups: Speed, Fly, and Power. These affected how the character moved in the environment and how they defeated enemies. The personalities affected bonuses they received for various criteria, such as distance run, enemies defeated, or animals saved.

Two buddy support characters, who actively affected gameplay, could be equipped at a time. Whether they banked Rings upon being hit, auto-attacked bosses, or otherwise, they could have a major influence on the game.

In addition to the regular Story Mode, which featured the heroes stopping Dr. Eggman from building a mind-control ray, the game hosted several special story events. One was a crossover with the *Puyo Puyo* puzzle franchise, while the other focused on the Deadly Six.

The game was ended in May 2016 but saw a lukewarm revival in the form of *Sonic Runners Adventure*. While the game boasted full 3D models and environments, it lacked the roster of playable and support characters. Unlike the original, which was free to play and lived on in-game purchases, the new incarnation cost \$5.00 USD at launch.



SONIC FORCES: SPEED BATTLE

RELEASE DATES (iOS)

US November 2, 2017

PAL November 2, 2017

JP n/a

RELEASE DATES (ANDROID)

US November 15, 2017

PAL November 15, 2017

JP n/a



A tie-in to *SONIC FORCES*, this mobile edition is an active four-way battle racer with light *gacha* elements. Players receive character cards at the end of each race; the number and rarity vary, depending on performance and rank. Once players have amassed enough cards for a certain character, they can spend Rings to unlock a level-up. Each level-up increases power to the character's unique and general abilities, capping out at level 16.

Players are pitted against three other people in real time, although the other racers are presented as Phantom Copies. The objective is to be the first to reach the Phantom Ruby prototype at the end of the track—by any means necessary. Gathering Rings increases your top speed, while item bubbles grant either shields or access to one of the character's unique abilities.

The abilities generally fall into three categories:

- + Boosts: Bursts of speed that may come with bonus effects
- + Attacks: Projectiles that may target opponents
- + Traps: Hazards that slow or hinder your opponents across one or multiple lanes

The roster of characters initially only included those seen in *SONIC FORCES* but later expanded into the greater Sonic universe, the IDW comic book series, and themed variations on the roster.





2007-2019

Special Sonic Appearances

OLYMPIC GAMES SERIES

RELEASE DATES

Title	Wii	DS	
Mario & Sonic at the Olympic Games	NA November 6, 2007 PAL November 23, 2007 JP November 22, 2007	NA January 22, 2008 PAL February 8, 2008 JP January 17, 2008	
Mario & Sonic at the Olympic Winter Games	NA October 13, 2009 PAL October 16, 2009 JP November 5, 2009	NA October 13, 2009 PAL October 16, 2009 JP November 19, 2009	
Title	Wii	3DS	
Mario & Sonic at the London 2012 Olympic Games	NA November 15, 2011 PAL November 18, 2011 JP December 8, 2011	NA February 14, 2012 PAL February 10, 2012 JP March 1, 2012	
Title	Wii U	3DS	Arcade
Mario & Sonic at the Olympic Winter Games Sochi 2014	NA November 15, 2013 PAL November 8, 2013 JP December 5, 2013	n/a	n/a
Mario & Sonic at the Rio 2016 Olympic Games	NA June 24, 2016 PAL June 24, 2016 JP June 23, 2016	NA March 18, 2016 PAL April 8, 2016 JP February 18, 2016	NA February 2016 PAL February 2016 JP February 2016
Title	Switch	Arcade	
Mario & Sonic at the Olympic Games Tokyo 2020	NA November 5, 2019 PAL November 8, 2019 JP November 1, 2019	NA 2020 PAL 2020 JP January 23, 2019	









OVERVIEW

After a bitter rivalry in the '90s, Sonic and Mario™ finally met on the friendly fields of Olympic competition. Beginning with games that coincided with the Beijing 2008 Summer Olympics, the two icons of gaming brought their cast of friends, rivals, and enemies to compete in a variety of minigames based upon Olympic sports. The events vary between titles and platforms but are always inspired by the real-life sports. The roster largely remains unchanged between versions, with some characters joining or leaving the mix, with their stats adjusted between titles.

DREAM EVENTS

Beginning with the Dream Events of *Mario & Sonic at the Olympic Winter Games*, more whimsical events and variations were added to the more grounded competitions. These are variations on the standard events but include items and locations from both the Sonic and Mario universes. Note that the first game in the series, *Mario & Sonic at the Olympic Games*, did not feature Dream Events.

MARIO & SONIC AT THE OLYMPIC WINTER GAMES

Event		Location	Game Origin
	Dream Alpine	Seaside Hill	<i>Sonic Heroes</i>
	Dream Snowboard Cross	Radical Highway	<i>Sonic Adventure 2</i>
	Dream Short Track	Egg Factory	<i>Sonic Riders</i>
	Dream Figure Skating	Green Hill Zone (Sonic characters)	<i>Sonic The Hedgehog</i>
	Dream Bobsleigh	Nocturnus Cage & Special Stage	<i>Sonic Chronicles & Sonic Heroes</i>
	Dream Gliding	Sky Sanctuary Zone	<i>Sonic The Hedgehog 3 & Knuckles</i>

MARIO & SONIC AT THE LONDON 2012 OLYMPIC GAMES

Event		Location	Game Origin
	Dream Discus	Windy Valley	<i>Sonic Adventure</i>
	Dream Uneven Bars	Grand Metropolis	<i>Sonic Heroes</i>
	Dream Sprint	BINGO Highway	<i>Sonic Heroes</i>
	Dream Trampoline	Crazy Gadget	<i>Sonic Adventure 2</i>
	Dream Fencing	Ocean Palace	<i>Sonic Heroes</i>

Mario & Sonic at the Olympic Games Tokyo 2020 is unique in that it uses the classic sprites for the characters that started their respective franchises.

MARIO & SONIC AT THE SOCHI 2014 OLYMPIC WINTER GAMES

Event		Location	Game Origin
	Roller Coaster Bobsleigh	Speed Highway	<i>Sonic Adventure</i>
	Hole-in-One Curling	Green Hill Zone	<i>Sonic The Hedgehog</i>
	Bullet Bill Sledge Race	Sweet Mountain	<i>Sonic Colors</i>

MARIO & SONIC AT THE OLYMPIC GAMES TOKYO 2020

Event		Location	Game Origin
	Dream Racing	Metropolis	<i>SONIC FORCES</i>

FACTOID

Everything Is Canon: *Mario & Sonic at the Rio 2016 Olympic Games* marks the first time Sticks appeared in a title outside of the *Sonic Boom* series. This coincided with her receiving a promotional manga on the official Japanese site, Sonic Channel.



CHARACTERS

Characters are rated on four stats and classified by their strongest trait:

- + **Speed** characters perform the best in races
- + **Power** characters perform the best in strength-based events
- + **Skill** characters perform the best in accuracy-based events
- + **All-Around** characters are well rounded in their abilities

In addition to the competitors, even more characters show up in various functions. Referee characters and audience members exist as cameos. You'll also encounter some characters as rivals, who challenge you to one-on-one competitions.



MARIO & SONIC AT THE OLYMPIC GAMES

Name	Type 1	Type 2
Sonic	Speed	Competitor
Shadow	Speed	Competitor
Knuckles	Power	Competitor
Vector	Power	Competitor
Tails	Skill	Competitor
Dr. Eggman	Skill	Competitor

Name	Type 1	Type 2
Amy Rose	All-Around	Competitor
Blaze	All-Around	Competitor
Cream	n/a	Referee
Charmy	n/a	Referee
Espio	n/a	Referee

MARIO & SONIC AT THE OLYMPIC WINTER GAMES

In *Mario & Sonic at the Olympic Winter Games*, characters gain a unique special ability. These are activated once fully charged during certain events. When used at the right time, they can give you the edge. A unique set of characters, classified as VIPs, can be found in the crowds during events. Focusing on them earns you bonus points.

Name	Type 1	Type 2	Special
Sonic	Speed	Competitor	Spin Dash
Tails	Skill	Competitor	Tailspin Flight
Knuckles	Power	Competitor	Screw Driver
Amy	All-Around	Competitor	Pink Typhoon
Shadow	Speed	Competitor	Chaos Boost
Blaze	All-Around	Competitor	Quick Tornado
Vector	Power	Competitor	Head Slide

Name	Type 1	Type 2	Special
Dr. Eggman	Skill	Competitor	Egg Spin
Metal Sonic	Speed	Competitor	Air Boost
Silver	Skill	Competitor	Levitate
Jet	Speed	Rival	n/a
Omega	Power	Rival	n/a
Eggman Nega	Skill	Rival	n/a
Rouge	All-Around	Rival	n/a

Name	Type 1	Type 2	Special
Charmy	n/a	Referee	n/a
Cream	n/a	Referee/VIP	n/a
Espio	n/a	Referee	n/a

Name	Type 1	Type 2	Special
Big	n/a	VIP	n/a
Chaos	n/a	VIP	n/a

MARIO & SONIC AT THE LONDON 2012 OLYMPIC GAMES

In *Mario & Sonic at the London 2012 Olympic Games* for the 3DS, characters are organized into one of five groups instead of by their traditional abilities.

Name	Type 1	Type 2	Group
Sonic	Speed	Competitor	Heroes
Tails	Skill	Competitor	Heroes
Dr. Eggman	Skill	Competitor	Tricksters
Metal Sonic	Speed	Competitor	Tricksters
Knuckles	Power	Competitor	Wild Ones
Vector	Power	Competitor	Wild Ones
Shadow	Speed	Competitor	Challengers
Silver	Skill	Competitor	Challengers
Amy Rose	All-Around	Competitor	Girls

Name	Type 1	Type 2	Group
Blaze	All-Around	Competitor	Girls
Jet	n/a	Rival	n/a
Omega	n/a	Rival	n/a
Eggman Nega	n/a	Rival	n/a
Rouge	n/a	Rival	n/a
Big	n/a	Referee (3DS)	n/a
Charmy	n/a	Referee	n/a
Espio	n/a	Referee	n/a
Cream	n/a	Referee	n/a



**MARIO & SONIC AT THE SOCHI 2014
OLYMPIC WINTER GAMES**

Name	Type 1	Type 2
Sonic	Speed	Competitor
Dr. Eggman	Skill	Competitor
Tails	Skill	Competitor
Amy	All-Around	Competitor
Metal Sonic	Speed	Competitor
Knuckles	Power	Competitor
Vector	Power	Competitor
Shadow	Speed	Competitor
Blaze	All-Around	Competitor
Silver	Skill	Competitor

Name	Type 1	Type 2
Jet	n/a	Rival
Omega	n/a	Rival
Eggman Nega	n/a	Rival
Rouge	n/a	Rival
Charmy	n/a	Referee
Chao	n/a	Referee
Espio	n/a	Referee


**MARIO & SONIC AT THE RIO 2016
OLYMPIC GAMES**

Mario & Sonic at the Rio 2016 Olympic Games drops the distinctions in abilities in the console edition but adds new ones in the arcade edition. Guest characters are limited to only specific events. The characters that were once limited to acting as referees or spectators now perform a variety of functions as part of the event staff.

Name	Type 1	Type 2
Sonic	Speed	Competitor
Tails	Technique	Competitor
Knuckles	Power	Competitor
Amy	Balance	Competitor
Dr. Eggman	Technique	Competitor
Shadow	Speed	Competitor
Silver	Technique	Competitor
Metal Sonic	Speed	Competitor
Blaze	Balance	Competitor

Name	Type 1	Type 2
Vector	Power	Competitor
Espio	n/a	Guest
Jet	n/a	Guest
Wave	n/a	Guest
Rouge	n/a	Guest
Sticks	n/a	Guest
Zavok	n/a	Guest
Zazz	n/a	Guest
Big	n/a	Staff

Name	Type 1	Type 2
Charmy	n/a	Staff
Cream & Cheese	n/a	Staff

Name	Type 1	Type 2
Orbot	n/a	Staff
Cubot	n/a	Staff

MARIO & SONIC AT THE OLYMPIC GAMES TOKYO 2020

Name	Type 1	Type 2
Sonic	Speed	Competitor
Tails	Technique	Competitor
Knuckles	Power	Competitor
Amy Rose	All-Around	Competitor
Dr. Eggman	Technique	Competitor
Shadow	Speed	Competitor
Silver	Technique	Competitor
Metal Sonic	Speed	Competitor
Blaze	All-Around	Competitor
Vector	Power	Competitor

Name	Type 1	Type 2
Eggman Nega	Technique	Guest
Espio	Technique	Guest
Jet	Speed	Guest
Rouge	Technique	Guest
Zavok	Power	Guest
Zazz	Speed	Guest
Cream & Cheese	n/a	Staff
Cubot	n/a	Staff
Orbot	n/a	Staff
Charmy	n/a	Staff



SUPER SMASH BROS. BRAWL™**RELEASE DATES (WII)****NA** March 9, 2008**PAL** June 27, 2008**JP** January 31, 2008**SUPER SMASH BROS. FOR NINTENDO 3DS™ / SUPER SMASH BROS. FOR WII U™****RELEASE DATES (3DS)****NA** October 3, 2014**PAL** October 3, 2014 (3DS)**JP** September 13, 2014 (3DS)**RELEASE DATES (WII U)****NA** November 21, 2014**PAL** November 28, 2014**JP** December 6, 2014**SUPER SMASH BROS. ULTIMATE™****RELEASE DATES (SWITCH)****NA** December 7, 2018**PAL** December 7, 2018**JP** December 7, 2018**OVERVIEW**

The *Super Smash Bros.*™ series of party/fighting games began as a celebration of Nintendo's stable of franchises, but eventually grew to be a celebration of video gaming history. Sonic debuted in the series with *Super Smash Bros. Brawl* and has seen a healthy amount of representation over the years.

STORIES**Super Smash Bros. Brawl—The Subspace**

Emissary: The entity called Tabuu seeks to harvest all the realms to create a world of its own. Sonic arrives in the eleventh hour to deal a critical blow to the villain, giving the assembled heroes and villains a fighting chance.

Super Smash Bros. Ultimate—World of Light:

The radiant being called Galeem attempts to harness fighters from across the worlds to serve as templates for a vast army of copies. Sonic is among the heroes who fall victim to Galeem and must be restored to save all the worlds from an epic battle of light and dark.

HOW TO UNLOCK

There are a variety of ways to obtain Sonic across the *Super Smash Bros.* series. No, defeating ten enemies in Cruel Melee in *Super Smash Bros. Melee* is not one of them.

Super Smash Bros. Brawl: Completing the first three will launch a battle between you and Sonic on the Green Hill Zone stage. Defeat him to unlock him. Otherwise, recruit him as you play Story Mode.

- + Fight 300 total Vs. matches
- + Fight a total of ten hours of Vs. matches
- + Finish Classic Mode with ten separate characters
- + Play up through Sonic's arrival in "The Subspace Emissary"

Super Smash Bros. for Nintendo 3DS / Wii U (Sm4sh): Sonic is available from the start in both the 3DS and Wii U versions of the game.

Super Smash Bros. Ultimate: Completing the first two options will start a fight with Sonic on the Green Hill Zone stage. Defeat him to unlock him. Otherwise, rescue him as you play Story Mode.

- + Continuously play Vs. matches. Sonic will be the seventeenth character prompted to challenge you.
- + Finish Classic Mode with Mario or anyone associated with him via unlocking.
- + Defeat or rescue Sonic in "World of Light"

MOVE SET

Sonic is built for speed and acrobatics: moving in quickly to strike, then chasing down opponents before they can react. His exact stats have varied across the series and in updated versions of *Super Smash Bros. Ultimate*, but his move set has remained consistent.

Move	Brawl	Sm4sh	Ultimate
Neutral Attack	Jab-Punch-Kick combo		
Hold Neutral Attack	Rapid Jab		
Up Tilt	Tornado Kick		
Side Tilt	Mule Kick		
Down Tilt	Leg Sweep		
Dash Attack	Spin Dash	. . . into Kick	Flying Kick
Up Smash	Spin Jump		
Side Smash	Wind-Up Punch		
Down Smash	Spin Dash Peel-Out	Split Kick	
Neutral Air	Wobbling Spin Jump		

STAGES



GREEN HILL ZONE (Brawl, Smash for 3DS, Ultimate)

Race up and down the halfpipe crevice, but beware—it can crumble out from under you. The checkpoint posts don't save your progress—they smack you in the face!

WINDY HILL ZONE (Smash for Wii U, Ultimate)

The long, undulating stage sports large springing bumpers and a towering windmill that will carry unwary fighters into the kill zone.

Move	Brawl	Sm4sh	Ultimate
Up Air	Scissor Kick		
Forward Air	Twirling Head Butt		
Down Air	Angled Drop Kick		
Back Air	Roundhouse Kick		
Up Special (Ground)	Spawn Spring (3 uses)		
Up Special (Air)	Spawn Spring (1 use)		
Neutral Special	Homing Attack		
Down Special	Spin Dash (charge & release)		
Side Special	Hopping Spin Dash		
Grab	Knee Strike		



Move	Brawl	Sm4sh	Ultimate
Up Throw	Spine Skewer		
Forward Throw	Front Kick		
Down Throw	Spin Dash Grind		
Back Throw	Multiflip Throw		
Ledge Attack	Spin Dash		

Move	Brawl	Sm4sh	Ultimate
Taunt #1	Forward Flip & Pose		
Taunt #2	Figure-Eight Peel-Out		
Taunt #3	Breakdance		
Final Smash	Super Sonic (controlled)	Super Sonic (automatic)	

CAMEOS & COLLECTIBLES

Character	Title	Appearance
Sonic	Super Smash Bros. Brawl	Trophy
		Sticker
	Smash for 3DS	Trophy x 2
	Smash for Wii U	Trophy x 2
	Super Smash Bros. Ultimate	Spirit #775
Classic Sonic	Super Smash Bros. Brawl	Sticker x 2
Super Sonic	Super Smash Bros. Brawl	Trophy
	Smash for Wii U	Trophy
	Super Smash Bros. Ultimate	Spirit #778
Werehog	Super Smash Bros. Ultimate	Spirit #796

Character	Title	Appearance
Tails	Super Smash Bros. Brawl	Stage Cameo
		Trophy
		Sticker
	Smash for 3DS	Stage Cameo
		Costume (Mii Gunner)
	Smash for Wii U	Trophy
		Costume (Mii Gunner)
	Super Smash Bros. Ultimate	Stage Cameo
		Costume (Mii Gunner)
		Spirit #777

Character	Title	Appearance
Knuckles	<i>Super Smash Bros. Brawl</i>	Stage Cameo
		Trophy
		Sticker
	<i>Smash for 3DS</i>	Stage Cameo
		Costume (Mii Brawler)
	<i>Smash for Wii U</i>	Trophy
		Costume (Mii Brawler)
	<i>Super Smash Bros. Ultimate</i>	Assist Trophy
		Stage Cameo
		Costume (Mii Brawler)
		Spirit #781
Shadow	<i>Super Smash Bros. Brawl</i>	Assist Trophy
		Trophy
		Sticker

Character	Title	Appearance
Shadow	<i>Sm4sh</i>	Assist Trophy
		Trophy
	<i>Super Smash Bros. Ultimate</i>	Assist Trophy
		Spirit #788
Super Shadow	<i>Super Smash Bros. Ultimate</i>	Spirit #789
Amy	<i>Super Smash Bros. Brawl</i>	Trophy
		Sticker
	<i>Sm4sh</i>	Trophy
Blaze	<i>Super Smash Bros. Ultimate</i>	Spirit #779
	<i>Super Smash Bros. Brawl</i>	Trophy
		Sticker
	<i>Sm4sh</i>	Trophy
Dr. Eggman	<i>Super Smash Bros. Ultimate</i>	Spirit #793
		Trophy



Character	Title	Appearance
Dr. Eggman	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Sm4sh</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #776
Silver	<i>Super Smash Bros. Brawl</i>	Trophy
		Sticker
		Stage Cameo
	<i>Sm4sh</i>	Trophy
	<i>Smash for 3DS</i>	Stage Cameo
	<i>Super Smash Bros. Ultimate</i>	Spirit #795
Cream & Cheese	<i>Super Smash Bros. Brawl</i>	Trophy
		Sticker
	<i>Sm4sh</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #791
Jet	<i>Super Smash Bros. Brawl</i>	Trophy

Character	Title	Appearance
Jet	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Sm4sh</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #794
Chao	<i>Super Smash Bros. Brawl</i>	Trophy
		Sticker x 2
	<i>Sm4sh</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #786
Big	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #783
Chaos	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Super Smash Bros. Ultimate</i>	Spirit #785
E-102 Gamma	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Super Smash Bros. Ultimate</i>	Spirit #784

Character	Title	Appearance
E-123 Omega	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #792
Emerl	<i>Super Smash Bros. Brawl</i>	Sticker
Erazor Djinn	<i>Super Smash Bros. Brawl</i>	Sticker
Espio	<i>Super Smash Bros. Brawl</i>	Sticker
Espio	<i>Smash for 3DS</i>	Trophy
Metal Sonic	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #780
Rouge	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
	<i>Super Smash Bros. Ultimate</i>	Spirit #790
Shahra	<i>Super Smash Bros. Brawl</i>	Sticker

Character	Title	Appearance
Storm	<i>Super Smash Bros. Brawl</i>	Sticker
Tikal	<i>Super Smash Bros. Brawl</i>	Sticker
Vector	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
Wave	<i>Super Smash Bros. Brawl</i>	Sticker
Eggrobo	<i>Smash for 3DS</i>	Trophy
Charmy	<i>Super Smash Bros. Brawl</i>	Sticker
	<i>Smash for 3DS</i>	Trophy
Small Animals	<i>Smash for Wii U</i>	Trophy
Deadly Six	<i>Smash for Wii U</i>	Trophy
Chaotix	<i>Super Smash Bros. Ultimate</i>	Spirit #782
Infinite	<i>Super Smash Bros. Ultimate</i>	Spirit #797



1997-2005

Sonic Collections

SONIC JAM

RELEASE DATES

US August 20, 1997

PAL August 28, 1997

JP June 20, 1997



US cover art



OVERVIEW

The forebear of *Sonic Adventure* is the first truly 3D Sonic platformer title. The catch is that Sonic's first outing into the third dimension is relegated to a glorified options menu. Yet it truly is glorious, with Sonic climbing floating platforms, hanging from Tails's hands midflight, and even swimming.

Scattered through Sonic World are a smattering of missions to test you in this new 3D realm as well as a kiosk that gives players access to art, music, video, and factoids from across Sonic's (comparatively short at this point) history.

Direct Sonic to the right place and you can play some of his classic adventures:

- + *Sonic The Hedgehog* (with added Spin Dash!)
- + *Sonic The Hedgehog 2*
- + *Sonic The Hedgehog 3*
- + *Sonic & Knuckles*
- + *Sonic The Hedgehog 3 & Knuckles*
- + *Knuckles in Sonic 2*
- + *Blue Sphere*



SONIC MEGA COLLECTION

RELEASE DATES

US November 10, 2002	PAL March 7, 2003	JP December 19, 2002
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SONIC MEGA COLLECTION PLUS

RELEASE DATES (PS2, XB)

US November 2, 2004	PAL February 4, 2005	JP December 9, 2004
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RELEASE DATES (PC)

US March 6, 2007	PAL March 31, 2006	JP n/a
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OVERVIEW

Unlike *Sonic Jam*, which gives you Sonic World to romp around in, *Sonic Mega Collection* goes straight to the content. Indulging in the catalog of classic gaming goodness unlocks even *more* games and variations. On top of that, players are treated to an art gallery, a movie gallery, and an exhaustive collection of covers from the earlier *Sonic* comic book series.

DEFAULT GAMES

- + *Sonic The Hedgehog* (US version)
- + *Sonic The Hedgehog* (Japanese version)
- + *Sonic The Hedgehog 2*
- + *Sonic The Hedgehog 3*
- + *Sonic & Knuckles*
- + *Sonic 3D Blast*
- + *Sonic Spinball*
- + *Dr. Robotnik's Mean Bean Machine*



UNLOCKABLE GAMES: SONIC MEGA COLLECTION

Game	How to Unlock
Blue Sphere	+ Play <i>Sonic 1</i> and <i>Sonic 3D Blast</i> 20 times apiece
Knuckles in Sonic 2	+ Play <i>Sonic 2</i> and <i>Sonic Spinball</i> 20 times apiece
Sonic the Hedgehog 3 & Knuckles	+ Play <i>Sonic 3</i> and <i>Sonic & Knuckles</i> 20 times apiece
Flicky	+ Play <i>Mean Bean</i> 30 times or + Have <i>Sonic Adventure 2 Battle</i> save data on the same game card
Ristar	+ Play <i>Knuckles in Sonic 2</i> , <i>Sonic 3 & Knuckles</i> , <i>Blue Sphere</i> , and <i>Flicky</i> 30 times each
The Ooze	+ Exclusive to the Japanese edition until the release of <i>Plus</i>
Comix Zone	+ Exclusive to the Japanese edition until the release of <i>Plus</i>

UNLOCKABLE GAMES: SONIC MEGA COLLECTION PLUS

When *Sonic Mega Collection Plus* was released, it brought with it the formerly Japanese-exclusive content, plus even more games:

Game Gear

- + *Sonic The Hedgehog* (8-bit)
- + *Sonic Chaos*
- + *Sonic Drift*
- + *Sonic Labyrinth*
- + *Dr. Robotnik's Mean Bean Machine* (8-bit)
- + *Sonic Blast*

Game	How to Unlock
The Ooze	+ Have at least 40 hours of play time of <i>Sonic Heroes</i> on your game card (XB/PS2 only) or + Play all the Genesis titles 50 times apiece
Comix Zone	+ Have at least 40 hours of play time of <i>Sonic Heroes</i> on your game card (XB/PS2 only) or + Unlock <i>Knuckles in Sonic 2</i> , <i>Sonic 3 & Knuckles</i> , <i>Blue Sphere</i> , and <i>Flicky</i>

FACTOID

Cut Content: Flicky's inclusion makes immediate sense: the doting parent became one of the primary small animals in the *Sonic* series. But Ristar? The shooting star shares his origin with Sonic! Both were predated by a rabbit character who could grab enemies with his stretchy ears. The rabbit was passed over in favor of Sonic, and his redesigns eventually evolved into Ristar.



SONIC GEMS COLLECTION

RELEASE DATES (GC)

US August 16, 2005

PAL September 30, 2005

JP August 11, 2005

RELEASE DATES (PS2)

US n/a

PAL September 30, 2005

JP August 11, 2005


PAL PS2 cover art



Sonic Gems Collection sets out to complete the mission begun by *Sonic Mega Collection Plus*. A slew of obscure and oft-overlooked games are joined by a treasure trove of artwork, music, and videos.

DEFAULT GAMES

- + *Sonic CD* (PC edition)
- + *Sonic the Fighters* (arcade edition)
- + *Sonic R* (PC edition)
- + *Sonic The Hedgehog 2* (8-bit)
- + *Sonic Spinball* (8-bit)
- + *Sonic The Hedgehog Triple Trouble*
- + *Sonic Drift 2*
- + *Tails' Skypatrol*
- + *Tails Adventure*

UNLOCKABLE GAMES

Game	How to Unlock
Vectorman	<ul style="list-style-type: none"> + Play for 5 hours or + Have <i>Sonic Mega Collection (Plus)</i> save data
Vectorman 2	<ul style="list-style-type: none"> + Play for 7 hours, including <i>Vectorman</i>
Bonanza Bros	<ul style="list-style-type: none"> + Exclusive to the Japanese edition
Streets of Rage (as "Bare Knuckle")	<ul style="list-style-type: none"> + Exclusive to the Japanese edition
Streets of Rage 2 (as "Bare Knuckle II")	<ul style="list-style-type: none"> + Exclusive to the Japanese edition
Streets of Rage 3 (as "Bare Knuckle III")	<ul style="list-style-type: none"> + Exclusive to the Japanese edition



Timeline

1990s

1991

- + Sonic The Hedgehog (16-bit)
- + Sonic The Hedgehog (8-bit)
- + Waku Waku Sonic Patrol Car*
- + Sonic Eraser (DLC)*



1992

- + Sonic The Hedgehog 2 (8-bit)
- + Sonic The Hedgehog 2 (16-bit)



1993

- + SegaSonic The Hedgehog*
- + SegaSonic Cosmo Fight Galaxy Patrol*
- + SegaSonic Popcorn Shop*
- + Sonic The Hedgehog Spinball
- + Dr. Robotnik's Mean Bean Machine
- + Sonic CD
- + Sonic Chaos

1994

- + Sonic the Hedgehog's Gameworld (US: 1996)
- + Tails and the Music Maker (PAL, JP: 1995)
- + Sonic The Hedgehog 3
- + Sonic & Knuckles
- + Sonic Triple Trouble
- + Sonic Drift

2002

- + Sonic Mega Collection
- + Sonic Golf (mobile)
- + Sonic Fishing (mobile)
- + Sonic Billiards (mobile)
- + Sonic Bowling (mobile)
- + Sonic Racing Shift Up (mobile)
- + Sonic Advance 2 (US, PAL: 2003)

2003

- + Sonic Pinball Party
- + Sonic Battle (US, PAL: 2004)
- + Sonic Racing Kart (mobile)
- + Sonic Kart 3D X (mobile)
- + Sonic Heroes (US, PAL: 2004)



2004

- + Sonic Advance 3
- + Sonic Mega Collection Plus
- + Sega Superstars

2005

- + Sonic Gems Collection
- + Sonic Rush
- + Shadow The Hedgehog

2006

- + Sonic The Hedgehog (2006)
- + Sonic Riders
- + Sonic Rivals



2011

- + Mario & Sonic at the London 2012 Olympic Games
- + Sonic Generations



2012

- + Sonic The Hedgehog 4: Episode II (Episode Metal)
- + Sonic & Sega All-Stars Racing Transformed (JP: 2013)

2013

- + Sonic Dash (JP: 2014)
- + Mario & Sonic at the Sochi 2014 Olympic Winter Games
- + Sonic Athletics (arcade)*
- + Sonic Lost World

2014

- + Sonic Jump Fever
- + Sonic Boom: Rise of Lyric
- + Sonic Boom: Shattered Crystal



1995

- + Tails' Skypatrol
- + Tails Adventure
- + Sonic Labyrinth
- + Sonic Drift 2
- + Knuckles' Chaotix
- + Sonic Classics 3 in 1



1996

- + Sonic's Schoolhouse
- + Sonic the Fighters (Sonic Championship)
- + Sonic 3D Blast (Flickies' Island) (JP: 1999)
- + Sonic Blast



1997

- + Sonic R
- + Sonic & Knuckles Collection
- + Sonic Jam

1998

- + Sonic Adventure (US: 1999)



2000s

2000

- + Sonic Shuffle (PAL: 2001)

2001

- + Sonic Tennis (mobile)*
- + Sonic Adventure 2
- + Sonic Advance (US, PAL: 2002)



2007

- + Sonic Rivals 2
- + Sonic and the Secret Rings
- + Sonic Rush Adventure
- + Sonic Jump
- + Sonic Speed DX (mobile)
- + Sonic's Casino Poker (mobile)
- + Mario & Sonic at the Olympic Games

2008

- + Sega Superstars Tennis
- + Sonic Jump 2
- + Sonic at the Olympic Games (mobile)
- + Sonic Riders: Zero Gravity
- + Sonic Unleashed
- + Sonic Chronicles: The Dark Brotherhood (JP: 2009)

2009

- + Sonic PC Collection
- + Sonic and the Black Knight
- + Mario & Sonic at the Olympic Winter Games



2010s

2010

- + Sonic at the Olympic Winter Games (mobile)
- + Sonic & Sega All-Stars Racing
- + Sonic The Hedgehog 4: Episode I
- + Sonic Free Riders
- + Sonic Colors
- + Sonic Classic Collection

2015

- + Sonic Runners
- + Sonic Dash 2: Sonic Boom



2016

- + Mario & Sonic at the Rio 2016 Olympic Games
- + Sonic Boom: Fire & Ice

2017

- + Sonic Mania (Plus)
- + SONIC FORCES

2019

- + Team Sonic Racing
- + Mario & Sonic at the Olympic Games Tokyo 2020



2020s

2020

- + Sonic at the Olympic Games Tokyo 2020 (mobile)



*Japan exclusive





